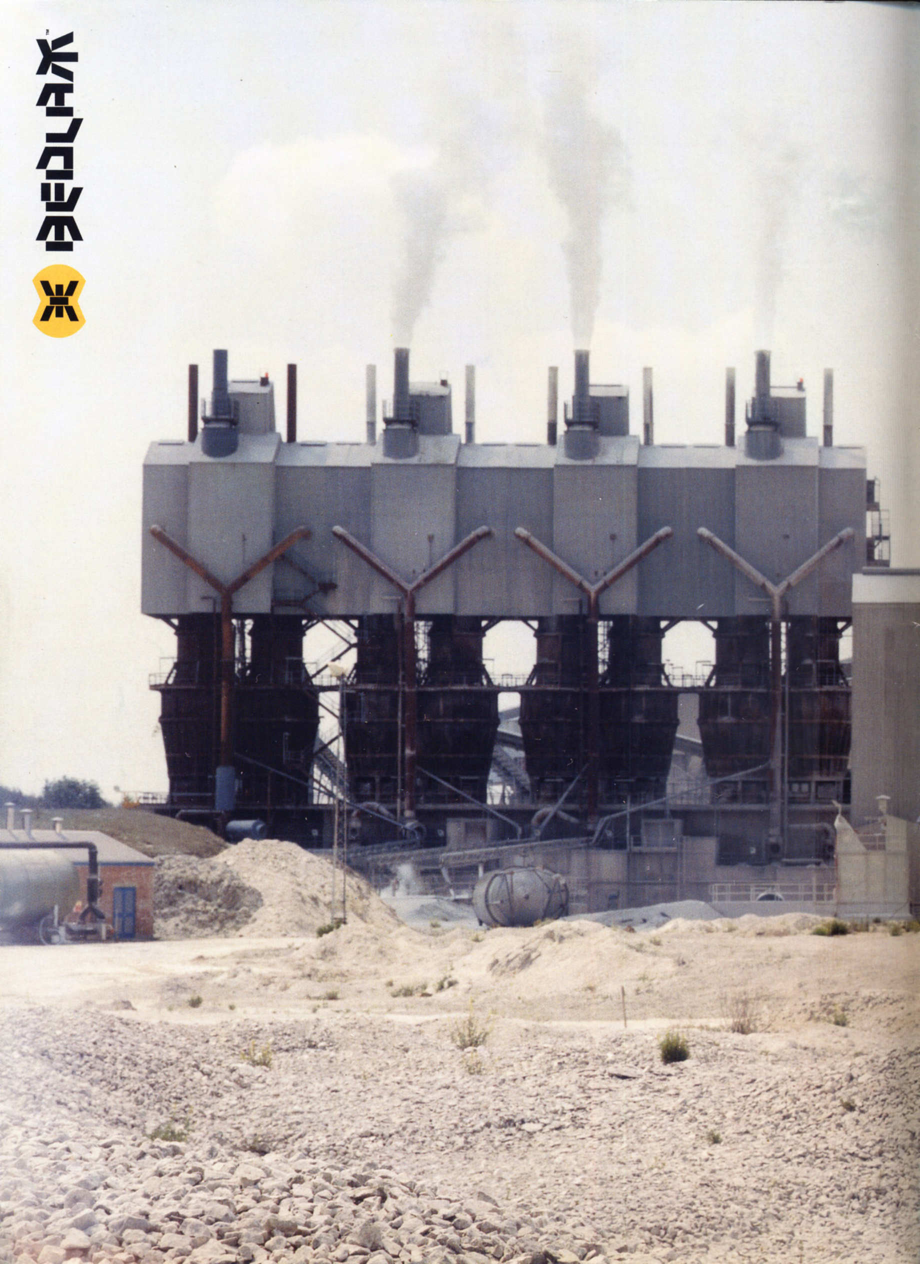

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COMPUTER AND VIDEO GAMES #179 OCT 1996

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QUAKE – THE FUTURE OF MULTI-PLAYER GAMING!

16 PAGE FREE PULL-OUT !!

FREEPLAY




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THE UK'S NUMBER ONE – ALL THANKS TO YOU!

Congratulations: You love video games AND you're open minded! Sometimes I'm not so sure that the two can co-exist, from some of the attitude we encounter month by month. As I'm sure you will agree there is every reason to stay on top of everything which makes a difference to our scene. It's a matter of preference which part of it you wish to buy into, and to what degree, but the important part is to appreciate how your sector fits in. This way people tend to respect your opinion more.

CVG is trying to encourage all players to benefit from experience with all types of games, across all 'platforms'. Just reading a small piece on a game you may never have seen mentioned before might put you onto something worth chasing yourself. If that happens, we're right here on the end of the phone or E-mail to see if we can assist further. We try not to present you with 'dead ends'. Usually, if it's in CVG, it's worth your while following. That's why we're such an interesting read, case you hadn't noticed.

I'd like to thank everyone reading this for making CVG the UK's number one multi-platform video games magazine. We've only just started making your games playing more interesting. You won't believe what future issues have in store!!!

PAUL DAVIES

C'MON WIMPS! I'LL HAVE EVERY LAST ONE OF YEZ! THRRP!

YOU ARE CORDIALLY INVITED TO CELEBRATE CVG'S 15TH BIRTHDAY!

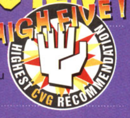
Yes indeedy doody! Next month, the World's first computer magazine celebrates 15 years at the forefront of gaming. And that means us folks! Wooohooohooo! Anyway, you can't just let fifteen years pass by without kicking up a fuss. And this a classic excuse for some hardcore celebrating (Mind you, anything's an excuse for a celebration around here. Nintendo 64 has arrived? Great let's have the day off!). Well, we've got some incredible plans up our sleeves for our anniversary issue.

We can't reveal too much about them now (mainly because we'd look real stoopid if they didn't happen). But the basic gist of all this is – MAKE SURE YOU BUY NEXT MONTH'S ISSUE!! – cos big things are gonna be happening! And send us plenty of birthday cards. The ones that take our fancy just might win its sender an invitation to our exclusive birthday bash. It's gonna be huuuge!





CVG RATING SYSTEM





5...EXCELLENT – Makes the hairs on the back of your neck stand on end! Whenever the High Five is lit, you know this game is essential.

4...VERY GOOD – Outstanding quality. Only minor limitations prevent this game from being an all-round 'must have'. Among the best money can buy for your machine.

3...GOOD – These games may not be innovative, or fall into everybody's notion of ideal. They are either well produced examples of common concepts, or slightly flawed workings of originality. But they are definitely worth looking at.

2...PRETTY BAD – There's something fundamentally wrong with the mechanics, or the presentation lets the game down (ie it's in a foreign language). Could still keep some people happy, but we can't wholeheartedly recommend it.

1...VERY POOR – An all-round loser: We're depressed by it. The company responsible are embarrassed by it. And you could really get by a lot better without it.

NOSTRADAMUS OF VIDEO GAMES

Thought you might find interest in this excerpt from a 1979 Nintendo brochure. We get lots of marketing people telling us what they think video games are all about, most of it nonsense. President Hiroshi Yamauchi identified our needs precisely thirteen years ago!

"Concerning the essence of human's play, Roger Caillois, the French philosopher, says that four factors are required: competition, chance, imitation and giddiness. The video game meets these needs precisely. The Space Invader game performed its part with great success as the first in a series of video games. The theory of play is supported by the fact that the video game maintains a wide popularity even after the Space Invader game has been phased out.

"With the hardware cost-reduced and up-graded by advances in semi-conductor electronics, new software making use of this new hardware and the growth of television systems, the image experience of the micro-computer system is advancing rapidly and apparently without limit.

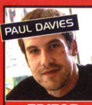
"We firmly believe that a new, startling world of amusement will appear in the late-eighties. We at Nintendo continue answering the [challenge] of creating innovations in the electronics amusement industry."

And so they did.



Sooner than expected, we admit, but we don't imagine that anyone, after truly experiencing the full version of Quake, will doubt its ground-breaking possibilities. We've even heard talk of schools licensing the engine for educational purposes! Peering into the future, we seriously doubt this award will appear again so soon. We don't want to undervalue the prestigious High Five!





EDITOR

CURRENT FAV GAMES:
- NiGHTS
- Tetris Attack
- Tobal No.1
- Super Mario 64
- Fighting Vipers
- Wonder Project J

It has been a month of rediscovery for Paul: It began when he bought a new Super Famicom to replace his time-worn original. He's had a lot of enjoyment out of that, so he tells us. Then he got his PlayStation 'chipped' and borrowed a load of Japanese stuff for playing at home – the *Tobal* pack with the Square demo is what brought that little expenditure on. Finally he rediscovered Rochdale, his home town. All flowers, Get Well cards, and confectionery will be forwarded to him through this office.



DEP EDITOR

CURRENT FAV GAMES:
- NiGHTS (best again)
- Quake
- Simpsons CS
- Mario 64
- Fighting Vipers
- Virtua Cop

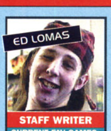
Someone handed Tom a pencil this month, whereupon he learned to draw and write his name. This we liked. Then he took to drawing pictures of the CVG team, and writing our names beneath the grotesque images. So, we confiscated the pencil and sat Tom in front of a PC, so that he might learn something useful. He learned to call himself the Tomminator, change colours in the blink of an eye, and insult people around the globe. And for no good reason. That's the evil of Quake, readers. Evil! And we lost that pencil too!



ACTING ART EDITOR

CURRENT FAV GAMES:
- SF Zero 2
- Quake
- Rainbow Islands
- Super Mario 64
- Pilot Wings 64
- SF Zero 1

The transformation from mild-mannered, happy-go-lucky designer to slap-on-the-head Art Editor is almost complete. In fact yours truly has been locked in a dingy cell to write Jaime's 'thing', and won't be let out until it's dead funny. So, here goes. Jaime walks into a bar...AAARGH! Heh? It's no good. I can't do it. The man's insane! He would hurt a fly! I've seen him try! He really will, pull off its wings and force it to drink from our coffee dispenser! That's the kind of monster he's become! Eek!



STAFF WRITER

CURRENT FAV GAMES:
- Quake
- NiGHTS
- Fighting Vipers
- SF Zero 2
- Virtua Fighter 2
- Mario World (SNES)

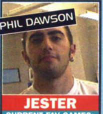
Stronger than a hundred angry grizzlies. Faster than greased lightning. Wise as nature itself. Just a few descriptions to pass the time, while the mind tries to focus on whatever it is Ed Lomas is all about. Well he was all about staying at home for one week. Where he was all about being happy – until he got bored. Then he was on the phone begging for games to review. Ed's a hard man to fathom, but in the great console of life, you're sure to find Ed inputting complex commands from his controller.



DEP ART EDITOR

CURRENT FAV GAMES:
- Quake
- Bubble Bobble
- Fighting Vipers
- SF Zero 2
- Tobal No.1
- Super Burger Time

Don't you think Mike looks a bit like ILL-GOGA? You would if he wasn't within striking distance. But seeing as he is, we'd like to stress that none of us here thinks Mike looks in the least bit like ILL-GOGA at all. Who would make such a suggestion? Ridiculous. Anyway, Mike has expressed a genuine interest in you, the reader, recently. So, the next time you phone CVG, ask for him by name. We can't say he'll be of any help. But if you want to confuse the heck out of someone, Mike's your guy.



JESTER

CURRENT FAV GAMES:
- Quake
- SF Zero 2
- VF2
- Guardian Heroes
- Fighting Vipers
- Die Hard Arcade

This is officially the most dangerous man alive, but he's also one of the best to have around. Blundering can get you into trouble, it's true, but Phil goofed himself to glory this month. Suffice to say that a stressful moment was alleviated when Phil stood pouring a mug of tea into a waste-paper basket. Beyond that he's been very much the magazine News Hound – at least we think that's what our nice sandwich lady defined him as. Someone else thought they heard the phrase Blood Hound? It can get quite noisy when she's around.





[NINTENDO 64: ROCKING OR ROCKY?]



Following the June launch explosion of the N64, the months that followed have not run so smoothly for Nintendo. During the second week of August in particular, events went disturbingly out of control, following a report in a leading Japanese newspaper that N64 sales had rapidly dropped off. This news caused such panic on the Japanese stock market, that stock prices fell sharply and trading of Nintendo's shares was suspended. This gave them the chance to counter claims that they weren't on schedule for five million sales by the end of March. They also stated they've shipped out one million N64s already.

Meanwhile, news was also leaked about Nintendo's intention to drop the N64's US launch price from $249 to $199. Although not officially confirmed, it's claimed sources inside Nintendo of America have said this is to be the case. A good sign in the console price war, but a surprising move by a company previously so confident of mass sell-out.

Perhaps more shocking than any of these external events though, was the news that Gumpei Yokoi – creator of the Gameboy, the *Metroid* games and the less-successful Virtual Boy – has left Nintendo. The circumstances of his departure have yet to be revealed, so claims that it relates to the failure of the Virtual Boy, internal arguments or even just retirement, are so far nothing more than rumours.

SATURN SET FOR ANOTHER PRICE DROP!

Following word that the N64 is to be released in the US at a lower price, it seems the Saturn could be in line for another price drop, in the US at least. New vice-president of SOA, Bernie Stolar, has said Sega will be first to drop their prices in future. And, although nothing has been confirmed, rumour has it that Saturn may drop price to $150.

Stolar has also said that "Sega will have more third party exclusive titles than any other system in the coming year." Something not to be taken lightly from a man who previously worked for Sony actively recruiting third party support.

id CO-FOUNDER QUITS!

With *Quake* finally on the shelves and no doubt becoming the fastest-selling CD game ever, it comes as a shock to hear that John Romero, one of the driving forces behind both *Doom* and *Quake*, has left id Software with plans to start his own games company.

No name has been decided on – Dream Designs is the current favourite – for the new development house which Romero says will break from the legendary first-person games formula laid down by id. He still intends to work closely with id, even licensing their 3D technology from them, however this is, he claims, his chance to explore other game types.

CALLIN' ALL YE RETRO GAMERS!

Avid fans of the our own Computer Cabin will know about this already, but HMV Level One in London is set to hold its own Retro Gaming Exhibition, bringing the premier games machines of yesteryear back for a celebration – sort of like a pensioners' reunion.

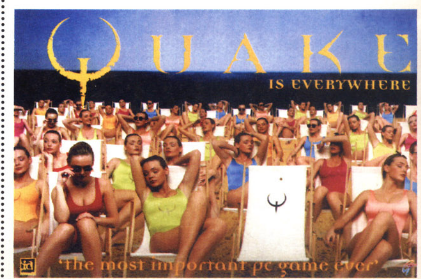
Groovy old school machines such as the Atari VCS, Spectrum, Commodore 64, Vectrex, Mattelaquarius, Colecovision, Philips Video Pack and Intellevision are set to make an appearance, giving new and veteran gamers a chance to play the classic games first-hand. If you've been dying to get your hands on an old machine there's a Retro Gaming Auction, where all manner of gaming artifacts will be going under the hammer. Plus, there's a Retro Open Evening with guest game coders on hand to answer questions.

Best of all though, to celebrate CVG's 15th Birthday we'll be there too, with the MicroGoblin ready to talk 'old school gaming' in person. The show runs from Monday October 21st to Saturday November 2nd and it's at 150 Oxford St. Be there or be square, daddio.



SHOCKING POSTER CAMPAIGNS

You can tell the run-up to Christmas has begun. Big billboard ad campaigns are springing up all over the place! Ones definitely to watch out for are the *Resident Evil* and *Quake* ads. Both are equally gory games, and yet their ads are contrastingly different. Here's a taste of both of them. Which do you find more chilling?



NEWS



NiGHTS IS COMING!

You'd better believe it. Sega aren't taking their greatest game of the year lightly. And with the game released on Sept 5th, it's the title they're using to roll out their pre-Christmas TV ad campaign.

Enlisting the talents of HHCL Brasserie, the people behind the brilliant Tango and Pot Noodle ads, they've turned out an series of ads that break from the usual wacky-nonsense-and-speeded-up-game-footage to try and give viewers a real taste of the challenge their games offer.

The 20-second *NiGHTS* ad throws down the gauntlet to UK gamers, by announcing the Japanese release for the game (July) and then the UK release. Close-up footage of the game is then reeled off, showing how intricate the game-play is, while the Japanese champion explains his technique. His highscore is then revealed, followed by the current UK best – a piffling zero of course!

We think it's a great ad campaign and so we should, since Tom and Paul were involved in discussions with HHCL as to what they reckoned would be good. The *NiGHTS* ads are being shown on TV until the end of September, with ads for *Worldwide Soccer*, *Virtua Cop 2* and *Daytona Deluxe* to follow. If you want to catch them, we definitely know they're on during the ad breaks of Movies, Games And Videos on Saturday mornings. We recommend Saturn owners tape them, because hidden at the end of each ad is a cool tip for each game.





COMPUTER CARTOON COCKROACHES!

If you're after superior animated TV thrills this autumn, watch out for a series called Insektors on Channel 4 this October. Featuring brilliant full-on computer-animation, it follows the eternal battle on the Black Planet between the goody alien bugs – the Verigreens and their hero Flynn – against the evil Queen Catheter and her Kruds. Complete nonsense of course, from the French too, but thanks to some bizarre dubbing (featuring Scouse insects, Home County butterflies and Wolverhampton beetles) it's all very funny. Supposedly. The series is also available on video right now.

GROWING MINIONS OF EVIL!

On the subject of *Resident Evil,* sales of the game have just passed a million in the US. Capcom's US president, Greg Ballard, claims that on the day it was released PlayStation sales rose and stayed there. He also expects sales of the game to double over the next few months. Meanwhile, as we go to press, *RE* has hit the shelves in Europe with a first-day ship-out 230,000 units.





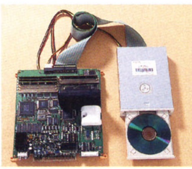
NEWS



CP-SYSTEM III LAUNCH
THE TECHNOLOGY WHICH WILL DRIVE STREET FIGHTER 3!

"CAPCOM LTD, NEW HARDWARE, CP-SYSTEM III, UNVEILING SHOW."

On Thursday 8 August, at the Sumitomo Building, Tokyo (Capcom HQ!) CP-System III was unveiled to the press. This dazzling technology, as showcased by the fighting game *War-Zard*, will drive the long-awaited *Street Fighter 3*. Some of the features you learn about here may well be used to transform Ryu et al into a game Capcom describe as "dramatically different" to previous SF titles. Here are the details gathered from this historic event.



A CD-ROM is used to store the bulk of information in Capcom's new CP-System III games.

CP-SYSTEM III
TECHNICAL FEATURES

1. Capcom's new custom CPU is capable of four times the processing power of CP-System II.
2. A colour palette of 1 600 000 000 separate shades (on-screen display unspecified)
3. CP-System III can manipulate at least four times the amount of data as CP-System II.
4. Only requires around half the electrical power of previous Capcom units.
5. An unprecedented number of custom special effects built into the hardware.

RESULTS:

1. Many times more frames of animation, allowing characters to move with greater fluidity. For example Nool's tentacles all writhe slickly about.
2. Larger, more complicated bosses are now possible. For example Secmento – the Sphinx-like monster – has four independently moving heads plus a snake for a tail.
3. More moving objects on screen without any sign of slow down. Look forward to seeing palm trees sway in the breeze, waterfalls tumbling, and roaring flames.
4. Super smooth ZOOM and PAN effects,.with almost indistinguishable pixelisation and no shuddering. For example in Sangypt, you observe the scene from a walkway heading toward a huge building. The path is lined by pillars, each surmounted by an animal head. Palm trees sway, while the distant Pyramid is decorated by hieroglyphics. ALL OF THIS is zoomed into and panned across with apparent ease. This perfection is unaffected by any scale of complex action – special attacks, and so on.
5. 1024 levels of parallel scrolling. A good demonstration is the mountain stage in which scenery moves in front of the characters – a skull on a rock for example – as well as having realistic 3D perspective.
6. Entire screen warping effects for special attacks. All characters have special attacks which transform the background into a swirling kaleidoscope of colours. All the while other objects move, as the fight rages on.
7. Greater animation of background objects, plus the interaction with scenery is easier to create. Magic chests which appear open to reveal special orbs to collect. One special attack in the Greece-like stage sends background pillars flying in all directions, as they are smashed to pieces.



Tabasa versus Nool in the Icelarn stage.



Leo versus Hauzer in Greedia stage.



Mukuro versus Kongou in Zipang stage.



Tao versus Hauzer in Greedia stage.

WAR ZARD

CP SYSTEM III

GAME MODES

Battle Mode:
Like previous Capcom fighting games – go one-on-one against a human or CPU controlled opponent. 99 health points and three rounds.

Story Mode:
One player only. Adopts the form of a D&D style adventure, which, in this case, means surviving single rounds with monsters with 199 health points.

"In the year 1999, altered earth. The world without renaissance, or Industrial Revolution, where anarchy, sword and sorcery dominate. Countries restrained each other, however they were in lull. They were, until one enigmatic country has risen. Unearthly cruelty and mystic monsters of the country are leading the world into the doomsday."





EXPERIENCE SYSTEM
PERSONALISE YOUR CHARACTER

Experience points are awarded for each monster defeated. As with D&D, a significant number of points causes your fighter's abilities to be advanced a level. Starting at level one, the maximum is said to be 32. With each new level, additional special moves and magic attacks. Consequently fighters cause more damage with one hit, and their defence is improved.

CHARACTERS

Currently there are only four player characters to select from. Eventually there could be more.



Leo the Soldier
Male A half man, half lion warrior.



Mukuro the Stalker
Male A Japanese Ninja.

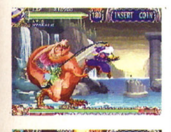


Tabasa the Sorceress
Female A beautiful magic user.

Tao the Grappler
Female A young martial artist.

ENEMY MONSTERS!

There are eight monsters to defeat in story mode, though only six of these were on demonstration at the show. A world map is divided into numerous regions, all of which are highlighted in red – indicating they are being terrorised by these monsters. As players defeat each monster, the region depicted changes to grey. We suspect that once all the eight regional monsters are defeated, the final Boss monster will be revealed!





Monster: Hauzer
Location: Greedia
A huge T-Rex with tiny wings, birds feet and ram horns. Typical attacks include jumping attacks, and goring with horns.



Monster: Kongou
Location: Zipang
A demon-troll carrying a huge spiked club. Kongou's hair stretches across the arena to spike opponents!

Monster: Nool
Location: Icelarn
Is a Nautilus who uses its tentacles to break holes in the ice and smash them back up again – similar to Omega Red in X-Men: Children of the Atom.



Monster: Luan Location: Gora
A Harpy who uses here wings to fly out of reach, or gain height for use as a vantage point to shoot out deadly feathers.



Monster: Secmento Location: Alanbird
A Sphinx with four animal heads and a snake as a tail. As you might imagine, these are all used to lash out with long-range attacks. He's stunning!

Monster: Gigi Location: Crypt
The four arms of this stone idol each wields a gigantic sword – probably the size of an average human in length. These are twirled like helicopter blades!

WAR-ZARD GAMEPLAY

Maintains the Street Fighter/ Vampire tradition by using a joystick and six button set up. Special moves are performed in much the same way also. The features unique to War-Zard are as follows:

- **IMPORTANT PASSWORD FEATURE**
Once a stage is completed, a 10 digit password is displayed in the top left-hand corner of the You Win screen. Write this down, and you can come back at a later date to continue your game. The password is requested from the Ready Warrior screen. The numbers in the password range from 1 to 6, meaning that codes are inputted by pressing corresponding punch or kick buttons (1=jab, 6=Roundhouse, and so on).

- **ULTIMATE GUARD**
In addition to the standard guard, which works identically to Street Fighter Zero (Alpha), the new Ultimate Guard is indestructible. Press punch and kick simultaneously while holding back on the stick to create an impenetrable guard.

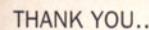
- **HIGH JUMP**
Quickly tapping up then down enables fighters to perform a giant leap – much higher than usual.

- **MYSTIC MAGIC**
By using one Mystic Orb – collected during the course of a fight – and entering a special command, fighters may perform a Mystic Attack. These very for each character.

- **MYSTIC BREAK**
Again, costs one Mystic Orb to perform. In this case fighters attempt a magical counter attack against an opponent's Mystic Magic.

- **ITEM COLLECTION**
Throughout battles various items are made available, to be collected from chests which appear on screen. Inside there is found a Mystic Orb (see above), healing potions, or food. There may be more that Capcom haven't revealed just yet.

- **N.B.:** When War-Zard eventually makes it to UK arcades, its name will be 'Red-Earth'.



THANK YOU...
... as always, to Capcom Co Ltd for inviting CVG to this incredible event



PlayStation



PC CD ROM





SPEED KILLS

BUT IT'S YOUR ONLY HOPE OF ESCAPING

TUNNEL B1

YOUR THROAT'S ON FIRE. THIS TIME. EYES BLEED. HEAD POUNDS. THIS TIME. NEITHER ROCK NOR STEEL WILL STAND IN YOUR WAY. NEITHER CHOICE NOR CHANCE WILL OPPOSE YOU. THE CITY ABOVE IS THREATENED WITH EXTINCTION. MAKE NO MISTAKE, THE PRESSURE IS ON. TUNNEL B1 IS THE ONLY WAY IN. THIS ISN'T GOING TO BE EASY.



These pages are loaded with opinions from real games players. If you want to get a feel for how your soul 'brothers' (no 'sisters' this month, sorry) are enjoying themselves – or not, as the case may be – this is where to tune in. And there's a software prize goes out to the Star Letter each month too, so get writing!

Please send your letters to:

MAIL BAG,
Computer and Video Games,
Priory Court,
30-32 Farringdon Lane,
London, EC1R 3AU.

Don't any of you have any imagination? Send us a better name for this page. Not Mail Sack. That's just rubbish.



MY BEST FRIEND'S A BANK MANAGER

Dear CVG,
There seems to be a lot of suicidal PlayStation and Saturn owners out there, worrying about the N64. Last month the letters consisted of 'Why did the Saturn and PlayStation cost more than the N64 when they were released?', and pleas for a 64-bit upgrade. I get the impression that people think the N64 is to the Saturn and PlayStation what the Mega Drive is to them. The N64 is undoubtedly the most powerful console out there, but in terms of performance I don't think it is THAT much more powerful than the 32-bit systems.

In some ways the 32-bit consoles have the edge: Both are CD based, which is why both cost around £300 initially, and so will be able to handle games like *Command and Conquer*. So at £199 each they are absolute bargains. Just think, for just £250, you could play *Quake* or *Duke Nukem 3D*!

On my P75, shareware *Quake* strains in places, and I bought that for just under £2000. A year before I bought a DX2 for the same price! And all those people who are complaining about the price drops for the PlayStation and Saturn.

With the release of the N64 a new gaming era has arisen. Rather than get worried, PlayStation and Saturn owners should rejoice, because N64 has raised the expectations of gamers and, as a result, developers are becoming more ambitious. *NiGHTS* is a response to *Mario 64*, and having seen it running briefly it looks comparable to *Mario 64* in looks. Hopefully it will be in gameplay. And if Sega can pull off the conversion of *VF3* like they did with *VF2*, then opinion on which machine is the most "powerful" may change.

Having said that, I will be buying an official N64. A brief play of *Mario* in an import shop has convinced me in terms of playability, *Mario 64* is at the moment really in another class. For 3D platformers that is.

I've been reading your magazine for absolutely years now. I remember the *Thundercats* demo you gave and those naff BASIC listings you used to print. And whilst the writers have changed I'm glad to see the quality hasn't.

M Khan, Birmingham



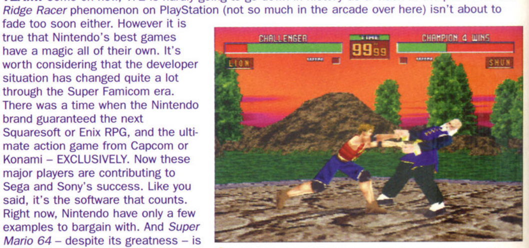
TEAM: We'd like to think that the real power of a console stems from the strength of its games. Few people are really concerned with what the circuit board contains; how many or how much of this or that it can deliver – theoretically. What intrigues CVG about Nintendo's 64-bit games is what they do, not how they do it. This convinces players to believe that N64 is capable of much more than Saturn or PlayStation. Regardless of this, Nintendo have to maintain this high standard in order for players to accept that N64 really is the next big step, not just from Super Famicom, but Saturn and PlayStation. We'll be better able to evaluate the situation when *Wave Race 64* is released in September. With regards to expensive PCs – we are concerned about how much longer games players will gladly upgrade at these increasingly regular intervals. As one industry friend recently stated, "they're not chasing 166 Mhz Pentiums just to run Windows 95 y'know! They want to play *Quake* as fast and as High Res as it will go!" Hmm.

CLASSIC GAMES

Dear CVG,
I am writing to discuss the fact that, overall, IT IS THE SOFTWARE THAT COUNTS, and not the system. I mean, the Super NES has had the excellent games including some major classics of video game history – *Super Mario World, Mario Kart*, etc. Even though it is half as powerful (technically) as PlayStation and Saturn, I don't think they will last as long as the Super NES has/is. Don't get me wrong, the games you get on these consoles are good – *Tekken, Sega Rally*, etc – but in my mind none of them actually qualify as absolute classics.

When glancing across the Nintendo 64 games line-up, it looks like Nintendo are going to do with N64 what they have with the Super NES. Remakes of classics such as *Mario Kart*, and *Pilot Wings*, mixed with 64-bit visuals almost guarantee satisfaction. Don't get suspicious – I am not biased toward Nintendo. In fact I have only ever owned one Nintendo system, a Game Boy (the rest are Sega and PC). It's just that the massive experience of Nintendo will keep putting them ahead of all competitors. Role on more gaming classics!
Garfield and Friends [sic], Northants

TEAM: Come on now, *VF2* is hardly going to go down in history as a 'flash in the pan'. And the *Ridge Racer* phenomenon on PlayStation (not so much in the arcade over here) isn't about to fade too soon either. However it is true that Nintendo's best games have a magic all of their own. It's worth considering that the developer situation has changed quite a lot through the Super Famicom era. There was a time when the Nintendo brand guaranteed the next Squaresoft or Enix RPG, and the ultimate action game from Capcom or Konami – EXCLUSIVELY. Now these major players are contributing to Sega and Sony's success. Like you said, it's the software that counts. Right now, Nintendo have only a few examples to bargain with. And *Super Mario 64* – despite its greatness – is only one game.



VF2 – some would argue it's the greatest game ever made. Surely at least it's an absolute classic?

STRANGE INDEED

Dear CVG,
Life is very strange. There I was walking into my local games store to buy *Resident Evil* for my PlayStation, and then five minutes later I walk out with my money spent and a large package under one arm. This being too large to be a copy of *Resident Evil*, unless it comes with an 8000 page instruction manual. I eventually arrive home and remove a large box from the carrier bag, two yellow eyes stare up at me and the word Jaguar is written clearly across the box on all sides. What have I done, I hear some of you shout. Others I hear laughing and sniggering, and telling friends that somebody has bought an Atari Jaguar. Why buy a system which is almost obsolete? Well, there is one great reason – cost. I now have another flash-looking console cluttering up my bedroom, and it cost me £40. That included one free game, and I also bought *Tempest 2000* for £10. There were plenty of other games, all for £10. I hope to pick up *Doom, Theme Park*, and *Defender 2000*, all for the same price this weekend. Please could you pass on my regards to the people at Atari. If it wasn't for their appallingly bad marketing campaign of the Jaguar, I would never have had the privilege of owning *Tempest 2000*. Thanks once again, Atari. I am eternally grateful to you, keep up the good work.
Stephen Atherton, Workington

TEAM: Anyone with £50 to spend on a game, and doesn't mind being seen carrying an Atari Jaguar home, should copy Stephen. *Tempest 2000* is a genius game – as only Jeff Minter knows how. The Jaguar itself, on the other hand, is not what you might call a worthwhile investment!



Definitely worth fifty quid!

BAG

STAR★LETTER

WAKE UP CALL

Dear CVG,
This letter is an attempt to wake up all those people who believe that Nintendo 64 is going to be the new Super Powered, Super Cheap console we've been waiting for. It won't be.

No matter which way you look at it, cartridges can only hold a fraction of the information a CD can. Games programmers are already saying that they are not going to convert some of their 32-bit games to N64 because they just can't fit them onto a cartridge.

The Bulky Drive (64DD) is going to make the stand-alone N64 totally redundant. It is plain to see that a few months after the drive is released, everyone will stop making software for N64 and switch to making games for the Bulky Drive. What games producer would want to be limited to a pathetic little cartridge when he could have a massive CD to play around with? Think about it.

So, there are going to be some mightily pissed off N64 owners out there who can't fork out another £250 for the Bulky Drive. The total cost of an N64 plus Bulky Drive will be around £500. For that kind of money you could buy a Saturn, AND a PlayStation, with £100 left over. For every great N64 game, there will always be a 32-bit equal anyway: For *Mario* there's *NiGHTS*. *Golden Eye* has *Virtua Cop 2*. *Mario Kart 64* has *Sega Rally* or *Wipeout*. *Zelda* has *Resident Evil*, and so on.

Don't let Nintendo trick you. It's just a clever marketing ploy. You probably won't print this letter as you all seem to be so wrapped up in the N64 hype yourselves.

Tom Pelly, Bardfield Sailing

TEAM: For as long as Nintendo keep producing unprecedented quality games for their system, who cares! No, seriously Tom has a point here – no matter how great Nintendo's games are, it will be unrealistic of them to expect 64DD to be picked up by everyone. It's a popular misconception that the Japanese have all this money to burn on video games – they're as shrewd and money conscious as anyone. Everyone might wish they could afford *Zelda IV*, but won't necessarily have the means to obtain it. Nintendo are trying to revive their market, and we hope they'll succeed.

2D INTO INFINITY

Dear CVG,
As a veteran games player, and fan of *Street Fighter* since number one, I am so glad that Capcom have opted to make *SF3* a 2D game. As the pinnacle of 2D beat 'em ups (and fighting games in general, in my opinion), a change to 3D for the *SF* series would be a grave mistake. So much would be lost from the game's overall appeal, and would change the gameplay entirely. Which brings me to the point that 2D and 3D games should be able to exist together. Just because the technology for quality 3D games comes along, it shouldn't bring the demise of 2D games with it.

The main problem is that this may happen, in the UK at least. For example, in my local arcades *Alpha 2* is getting much less recognition than *Soul Edge*, simply because of the game's aesthetics. The software releases for both the Saturn and PlayStation also reflect this, with games being purchased just because they have FMV or Real Time 3D graphics. Apart from games players such as myself who value a game primarily on how it plays, many players in the UK are purchasing titles simply because they display 32-bit technology. If the software houses respond to this by cutting their 2D production in favour of 3D, it will leave the game market quite empty, as 2D can offer much that 3D cannot (and vice versa).

If 2D goes there will be no choice, and it is, after all, choice that makes the games industry continue. Choice brings innovation and better games which benefits us – the games players.
Jon Wright, Sheffield



TEAM: Hey, just because your favourite arcade game isn't being played by a bunch of *Soul Edge* fans doesn't make it bad! But we empathise with your despair, Jon. Some players see a game like *Guardian Heroes* and immediately write it off as old fashioned – 'if it ain't 3D, it's not an achievement' kind of attitude. It's not until you get hold of *Three Dirty Dwarves* that you can point out why Treasure's game is so superior! By the way, choice isn't the driving force behind innovation – you can have a vast selection of mediocre games, and nobody is sure which to avoid buying first! Innovation comes from developers who have an original idea, and have enough financial backing to bring it to fruition. *Super Mario 64*, and *NiGHTS* spent almost three years in research. Apparently *Quake* was conceptualised before id started on *Doom*!!!

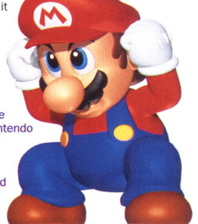
NUMB.

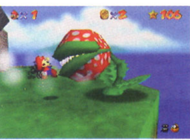
Dear CVG,
Why is it that the Jaguar is 64-bit but everybody says that it's rubbish, whereas the N64 is 64-bit (no, really it is!) and everyone wants it? WHAT'S THE DIFFERENCE?! Speaking of N64s: I went to my local branch of Electronics Boutique to enquire about it, and they said that it wouldn't be out until next Easter! Is this true?

John Dinnewell, Royston



TEAM: At the time of writing, T.H.E. Games are still waiting to hear from Nintendo Co Ltd on release dates for N64. If Atari suddenly produced a game like *Super Mario 64* for the Jaguar we'd find that first question a lot harder to answer. Here's your difference John:





Arguably the greatest video game ever.



Arguably the most offensive video game ever.

POETRY IN BOWEL MOTION!

Here goes,
This is something I gotta say, and if you print it, it'll make my day. The Sega Saturn is the best, it stomps from high on the rest. It's got games on it that are tantalising, enough to stop a homeboy vandalising. Quit your grafitti up on them walls, come down and let the Saturn grind up your balls.
Playing *Baku Baku* might make you weep,
but when you put it down and finally go to sleep,
you'll find your high scores are yours to keep.
Get a second pad and plug into *Rally*,
put your foot down, don't dilly dally.
Spin round those corners, kick up some dirt, "Ow!" the man says "That gotta hurt".
If this is a star letter, and you want to take pity, that's wicked man, now send me *SimCity*.
To all those station owners out there,
It's time we made somethings all square. When it comes to sounds,
you can't beat Sony, but their consoles are all but a phoney.
I'm signing off now, this is all I'll say,
and NO I ain't in Sega's pay.

V Jackson, Doncaster.

TEAM: Well, at least you're happy over there at the asylum







FOOTY SIM | BY SEGA | OCT RELEASE | 1-4 PLAYERS

- NO OTHER VERSIONS AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE 1 CD
- RELEASED BY - SEGA TEL: 0181 966 4620

WORLDWIDE SOCCER 97

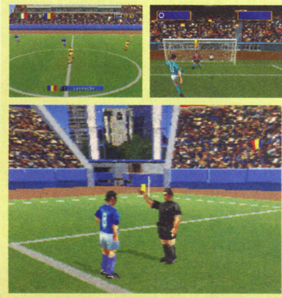
Over the past few months the Saturn has received a veritable deluge of footy sims, each one seemingly better than the last. Now its Sega's turn to take a shot at goal.

The Saturn is already home to some brilliant football games (*Euro 96* and *Olympic Soccer* spring immediately to mind), so for a soccer sim to be worthy of consideration its got to be something pretty darn special. Enter Sega, who in the quest to produce the definitive football simulation have taken the best bits from both these games (and more besides), added a dose of innovation and then mixed the lot into one super slick, visually stunning package. Has it worked? That's what we're here to find out...



ITS A GAME OF TWO HALVES

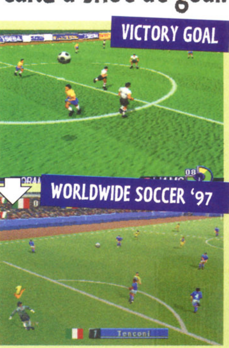
While the structure of most football videogames is generally written in stone (two goals, eleven men, etc), the exact nature of the play mechanics vary from title to title. On the one hand you have the 'realistic simulation' approach, as demonstrated by games like *Fifa 96*; while on the other hand you have the 'unrealistic arcade' approach, witnessed in games like *Olympic Soccer* and *Striker*. Sega *Worldwide Soccer 97* manages to walk the fine line between simulation and arcade, offering some of the most playable, yet authentic, football action ever seen in a videogame. High praise indeed!



Thirsty? Here have this can of Mountain Dew. Wild colours. Smooth taste.

VICTORY OWN-GOAL?

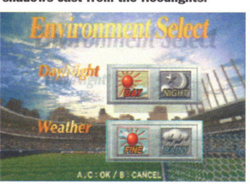
Sega *Worldwide Soccer 97* is actually the Western name for *Victory Goal 96*, the Japanese sequel to the Saturn's first ever football game: *Victory Goal*. Don't worry If you can't remember it. It smelled. However, so superior is *SWS 97* to its predecessor that it really doesn't deserve to be associated with the decidedly lacklustre original. SWS 97 looks better, sounds better, and most importantly, plays better than Victory Goal - or any other footy game you care to mention!



I think the advancement speaks for itself, don't you.



If you look carefully you can see the shadows cast from the floodlights.



With *SWS 97* you get to play as God! Wish I could control the weather!

ALL THE TRIMMINGS

As is the trend with sports simulations these days, *SWS 97* features a ton of options that allow players to customise the game to their precise requirements. You can play a one-off exhibition match, a mutli-team tournament or even take part in a worldwide league championship. You can pick your players, team strategy and formation. You can choose which stadium you want to play at, what weather conditions you want to play in and what camera angle you want to play from. Heck, you can even change the names of the players and save them to memory.







More options than an optionite form the planet option.










SPECIAL MOVES?

Most footy games contain a range of flashy 'moves' like headers, volleys and bicycle kicks, etc - normally all activated by simply pressing a button at the right time. *SWS 97* is no exception. However Sega have taken the opportunity to go one step further by introducing some truly 'special' moves that require a predetermined D-pad sequence to perform, normally when you're in possession of the ball. With practice a player can fool his mark with a dummy step, trap the ball in midfield, move around a defender with a well timed one-two, or even flick the ball up over his head!



Top striker Vernon McLemon appears to dribble the ball right...



... BUT LOOK! He swings his foot over the ball...



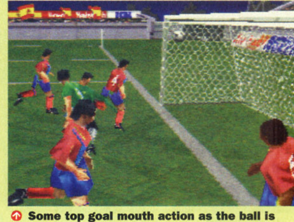
... and actually goes left! Ha! That showed him! Fool!

NO COMMENT

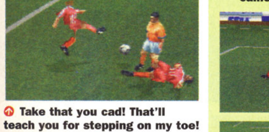
Where would a football game be without its commentary? *Fifa 96* had John Motson, Euro 96 had Barry Davies and even *Striker* had Andy Gray. With the 'affordable' options running out, Sega have plumped for the vocal talents of one Gary Bloom - the commentator for Channel Four's Football Italia! Sega claim to have recorded a substantial amount of footage to keep away the dreaded 'repetitive comment' syndrome found in *Striker*, but after listening to Gary's dulcet tones for a few hours you may well find yourself reaching for the 'commentary off' option.




You can view the action from a range of camera angles. Long shot is probably the best.

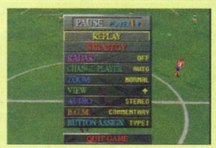


Some top goal mouth action as the ball is floated over the keeper and into the net! Goal!



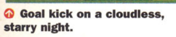
Take that you cad! That'll teach you for stepping on my toe!











Goal kick on a cloudless, starry night.



The infamous over-down kick in action.

NEXT MONTH... PENALTY SHOOT OUT!

The proof of the pudding is indeed in the eating, and next month we tuck into a hearty helping of *Wordwide Soccer 97*. It looks good this far, but will it have what it takes to topple the current league favourites *Euro 96* and *Addidas Power Soccer*. Only time will...













OUT NOW (JAP)

1-2 PLAYERS

- NO OTHER VERSIONS AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE 1 CD
- RELEASED BY - SQUARESOFT TEL: N/A

The name Squaresoft is associated with some of the greatest games ever made. In case you hadn't noticed, this awesome new fighting game bears their logo!



After our brief introduction last issue, CVG finally obtained a finished version of *Tobal No.1* to enjoy. Now we've got to grips with the innovative control, we can report on just how well the game compares to its peers. By the way, don't suppose you can guess most of what there is to know just by looking at the shots here. Not only is the motion capture the greatest yet seen on PlayStation, but the gameplay is mostly unique too.





SEEK OUT YOUR ENEMY

Two types of game exist on planet Tobal. The most important, and the one which occupies most time, is the fighting competition. However there's also a series of dungeons to explore – hunting grounds where characters hone fighting abilities and general manoeuvrability.



QUEST MODE





TOURNAMENT MODE

SUPER TOBAL MAN

Some news, hot from the future: In the year 2097, a probe ship from Earth discovers a beautiful new planet – Tobal. Not only is the air breathable here, but beneath the surface there is found a valuable, energy-giving mineral. Soon the planet develops into a huge mining community, all eager to benefit from Tobal's wealth. Years pass, and another way to get rich quick is invented: The Tobal No.1 competition. Staged every 200 days, and sponsored by the Prince of Tobal himself, this is a test of strength, agility, and bravado. In other words, a fighting competition! This is the 98th Tobal No.1, and as has become expected, hopefuls from all over the galaxy are in attendance with their sights set on victory.









LEARN TO FIGHT AGAIN

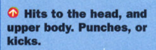
Control is far from standard in this game. Five buttons and the direction key are used to manipulate the eight fighters – high, middle, and low attacks; plus guard; plus jump. The three attack buttons are used with or without the guard and jump buttons to form different techniques. Here's briefly how it works.

STANDARD (WITHOUT GUARD OR JUMP)













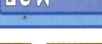




Hits to the head, and upper body. Punches, or kicks.

Attacks torso, mainly. Powerful hits used to stagger.

Low kicks, usually preceded by a High or Mid attack.



HIGH △ | MIDDLE □ | LOW ×









USING GUARD







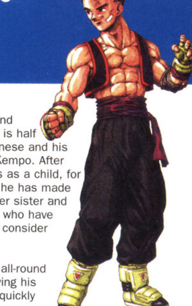
Quick and easy combination moves which incorporate more spinning high kicks or back-fist type moves, as opposed to standard jabs and hooks.

Grab hold of an opponent, with the intention of throwing them to the floor or using the close range for a sneaky punch, knee, elbow or head butt.

While ducking, characters may sweep their opponent's legs away. These low attacks tend to be slow, but are good for defence.

CHUN-WU

Height: 175cm
Weight: 70kg
Age: 17
Sex: Male
Home: Earth



Character

A good all-round, and gutsy fighter. Chun is half Chinese, half Japanese and his preferred style is Kempo. After losing both parents as a child, for reasons unknown, he has made a living with an older sister and grandfather. Those who have seen him in action consider him a genius.

Style

Chun can fight anyone on equal terms, because he's an all-round type. In addition he boasts many breaking techniques giving his moves extra power. Being able to switch between styles quickly gives him the advantage in many cases.







SPECIAL MOVES

These are performed using simple direction plus button combinations, so its yet another diversion along the route Namco and Sega choose, as opposed to Capcom, SNK, and Takara's games.







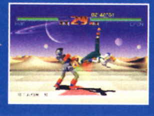






EPON

Height: 167cm
Weight: 50kg
Age: 18
Sex: Female
Home: Kitaiku Star





Character

She's beautiful, but a fighter to the core. For the time being Epon isn't looking for a boyfriend who is stringer or even the same strength as her. Though she looks like a dream human babe, she's actually an alien with a burning desire to become champion. Her alien power could make this possible

Style

Epon's small body is agile, so is able to make sharp attacks. These are weak compared to other characters, but her speed makes up for lack of impact. She has powerful throws too, so time these well and she is almost assured victory.





COMBINATION MOVES

Virtua Fighter and *Tekken* experts both have some learning to do, although both will find familiar patterns to work from. There are *VF* style PPK combos, alongside pattern-based interrupt moves as exemplified by *Tekken 2*. Tag the right moves together and Specials flow into the mix without having to perform the relevant technique.





Epon's Aurora-sault is usually performed by pressing away then Mid attack. It's also the finishing move for her PPK-style combo.





OLIEMS

Height: 198cm
Weight: 110kg
Age: 19
Sex: Male
Home: Kitaiku Star

Character
One of the tallest fighters in the tournament, who hails from one of Tobal's stars. Oliems is a philosophical and compassionate character; intelligent with a gentle mind. As a rule he takes care of people, so Humans respect him. Is a father of two children, and one egg – he's half bird, which means he also eats worms!

Style
Perhaps the best balance of power and speed. Above all Oliems is a good boxer, though he has a short reach. This means he needs to adjust timing to suit. To those who are unused to him, Oliems has a strange technique.








HOM

Height: 180cm
Weight: 150kg
Age: 20
Sex: ?
Home: Tobal Star

Character
A mining robot, made unique because of a deep learning of martial arts. Fei–Pusu is the crazy genius who taught Hom, for 17 years. No-one knows why. It could be said that Hom looks like a serious fighter, but he's actually a bit crazy. He certainly sounds a little haywire.

Style
Hom's unexpected attacks should win him the fight. He boasts a unique, unpredictable repertoire. Unfortunately many of them take a while to muster, meaning that sharp opponents can see them coming. Good timing is essential.





JOIN WITH US!

Building your selection of characters is achieved only through success in Quest Mode. Survive the obstacles and challenges set by monsters and the keeper of that dungeon is yours to control. Forever, if you own a memory card. Here are the boss denizens. We'll wait another month before detailing their moves (Udan and Nork are across the page).

MUFU

Height: 210cm
Weight: 60kg
From some strange Jungle Star. Mufu can't understand anybody' language, in fact it's a mystery how he came to enter the competition at all, as he doesn't even have a space ship in which to travel.




Boss moves aren't listed in the manual so you need to work them out from scratch.

FEI-PUSU

Height: 161cm
Weight: 50kg
Age: ?
Sex: Male
Home: Earth

Character
An old fighter who, consequently, is very experienced. Originally from Taiwan, Fei-Pusu won 66 competitions as Udan Emperor. In fact he was the second ever Tobal Champion. For his skills, he is custodian of Molmorian Coal worth £7 500 000. Though it's a mystery where all the money goes as Fei looks so poor.

Style
A technical Fighter. While his speed isn't excellent, players who devote time to learning his intricate style can eventually mock other fighters. We've found that many of his moves behave differently depending on a foe's movement.




Fei-Pusu is phenomenal in the right hands.

ILL-GOGA

Height: 201cm
Weight: 180kg
Age: 19
Sex: Male
Home: Wakoibayai Star

Character
You wouldn't think it by looking at him, but this character is quite the learned type. He's fighting for the love of his girlfriend, which makes him a violent, and powerful fighter. Goga wants to get married, so needs money to buy a nose ring for his fiancee! Case you're wondering, Wakoui Bayai is the smallest of Tobal's stars.

Style
Powerful, but small movements. This is deceiving as Ill Goga is so strong that he can win with just a few hits. The Wakoibayaine also has the most powerful throw techniques of all fighters, which are worth trying for all the time.




Go for the throws with this short-range fighter.



MARY IVONSKAYA

Height: 189cm
Weight: 140kg
Age: 32
Sex: Female
Home: Earth

Character

Described as wild and elegant. Mary is half Russian, half French and a Super Pro Wrestler on Earth, where she is world champion – which includes the men. She's also the mother of a three-year-old child. Apart from wanting to earn money, she's also testing to see how strong she is. Unfortunately Mary tends to cry a lot!

Style

Uses lots of Pro Wrestling Techniques, obviously. She's speedy too, so can string together tactics easily. Mary practices lots of big techniques, but needs to be careful against extremely fast fighters. But she will never lose on power!







Mary's technique requires her to lead with jumping attacks, so she is in danger of being plucked from the air by fast players.

GREN KUTS

Height: 175cm
Weight: 70kg
Age: 17
Sex: Male
Home: Earth

Character

Has never lost a fight! Gren (should be 'Green' we reckon) is an aristocrat – the youngest of two sons from the wealthy Kuts family. He became champion at the age of 15 which marked him as a martial arts genius. So, he looks intelligent, but never exploits himself. Views Mary as his main rival.

Style

Uses rapid punches to confuse. Though Gren is not weak at throws, his fast hits are better employed – so fast you can't see them! When left to fight at his own pace Gren is definitely an 'above average' competitor.



Beginners stand a good chance by choosing Gren. Good combos are possible simply by mixing high and mid-range attacks.

PHANTOM NORK THE MYSTERIOUS

Height: 304cm
Weight: 350kg

From ILLDOABO Star. Powerful, but obviously quite stupid in the head. Emperor Udan worries about his hired hand but trusts in his strength. You know when you've been 'norked', put it that way!

EMPEROR UDAN

Height: 152cm
Weight: 45kg

His slight form gives nothing away, but Udan is the strongest fighter in the competition, and rightful King of Tobal. Like Mufu, no-one knows where Udan is from. But If you can't beat him, you can't win the competition.



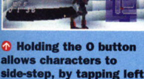


COMING READY OR NOT!

As we didn't know quite what to expect from the dungeon exploration game – Quest Mode – it is good to find that there is some depth of play here. Most of the character controls remain the same, with a couple of additions to make negotiating corridors more involving. There are obstacles unique to

Quest Mode Only Techniques





Holding the O button allows characters to side-step, by tapping left or right.



Guard plus the Middle attack button enables characters to manipulate objects.



Defeat minor enemies to gain useful power-ups such as Molmorian crystals, and food.

Quest Mode Only Obstacles and Enemies



The only way to avoid these huge boulders is by staying close to the walls.



Test your reflexes by having your character jump over rolling logs.

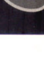


Mammoths, who look nothing like mammoths, know hot wrestling techniques!

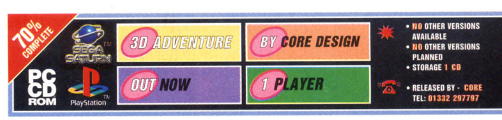
NEXT MONTH...

GREAT THINGS IN SMALL PACKAGES

In addition to this superb piece of software, the *Tobal No.1* pack came with a CD demo of Squaresoft's *Final Fantasy VII* RPG. We talk about this breathtaking 10-15 minutes of gameplay on page 42. Go there now!



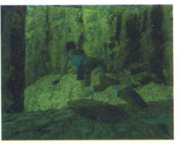




You though that *Fade to Black* was the nearest thing to *Flashback* in 3D. But *Tomb Raider* thinks otherwise.



Last issue we revealed the first playable version of Core's *Tomb Raider* and told you that it was looking promising. The latest versions are even more impressive, with a few little glitches removed, and more levels and items added. The best way to explain how it plays is by saying it's a bit like *Prince of Persia* in 3D, along with a bit of *Super Mario 64*. It's got a lot of different styles included – exploring, puzzle solving, shooting, tricky jumping, the lot! We're looking forward to seeing how the final version turns out.





MORE GUNS!

In the latest version of *Tomb Raider*, there are more weapons than the plain old pistols in the first version. Now Lara can use a shotgun, two magnums or even two uzis at once! All the weapons use the same shooting technique as the pistols, explained in the last issue.



BOING! LOOK A' DAT!

Some sections of the *Tomb Raider* levels look incredible! The 3D engine means that it's possible to have one floor above another, unlike some 3D "corridor" games like *Doom*. All of the architecture and scenery is very realistic, and it's quite exciting to find a completely new section and discover an amazing-looking underground cavern, or something.



These bridges need to be crossed very carefully, as there are wolves below!



These stairs lead down to a new section beneath the rest of the level.



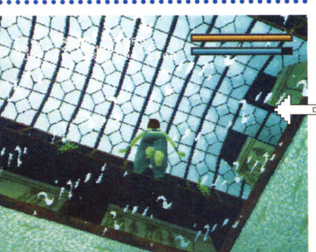
The moss-covered floor leads down to a dark dungeon. Do you jump down?



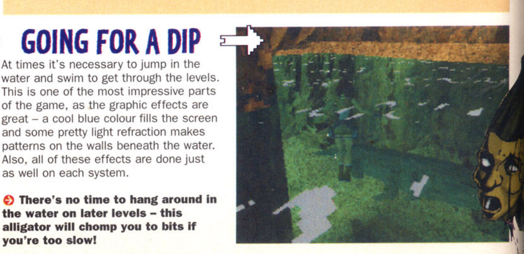
These temples are incredible to look at. They are also really massive

GOING FOR A DIP

At times it's necessary to jump in the water and swim to get through the levels. This is one of the most impressive parts of the game, as the graphic effects are great – a cool blue colour fills the screen and some pretty light refraction makes patterns on the walls beneath the water. Also, all of these effects are done just as well on each system.



When beneath the surface, it's possible to look back up out of the water. It looks incredible!



There's no time to hang around in the water on later levels – this alligator will chomp you to bits if you're too slow!

COOL CUT-SCENES

In the final version, there will be real-time cut-scenes linking certain sections of the game together, as well as developing the plot as you go on. At the moment, only a few are in the game, but they give you an idea of what to expect when everything's finished.





...BUT WHAT'S BETTER?

Last month we just showed you pictures of the Saturn version of *Tomb Raider*. Now we've got the PlayStation version and a more recent Saturn disc as well. They are both coming on very well, and they look remarkably similar. The Saturn has got a bad reputation for handling 3D games, but does *Tomb Raider* easily as well as the PlayStation does. The screenshots on these two pages are taken from both systems – try to figure out which is which. We think you'll have a bit of trouble.

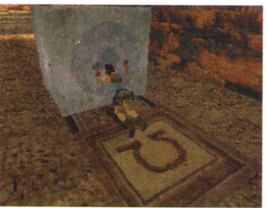




Just out of interest, here's a picture of the PlayStation version next to the Saturn version. Remember that they're both a fair way from being finished and will end up looking even closer to each other.

HNNNNNNNNNNG!

One of the moves not used in the version of the game we showed you in the New Games section last month is Lara's ability to shift around giant objects. By holding one of the buttons when near a solid item, Lara braces herself. Then, by pushing towards or away on the pad, she can be made to push or drag the obstacle. The movement of Lara is incredibly realistic, and it's even more amazing when you remember that it's not been motion-captured!



Lara really puts all her weight behind the push, using her hands, then turning around and shoving with her shoulders!



When pulling, Lara gets down low and drags the block along the floor.

THE JUNGLE GYM

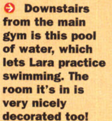
One of the new sections is the Gym, which allows the player to get used to Lara's many moves without worrying about falling to their death or getting mauled by some horrible creature.



Ramps and wooden boxes give Lara something to practice on. Figure out all of her techniques here before starting the game proper.

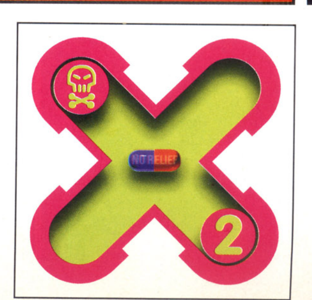


Downstairs from the main gym is this pool of water, which lets Lara practice swimming. The room it's in is very nicely decorated too!



YOU'VE BEEN CURSED!

You shouldn't have read this far! You've now got the curse on you! Whatever you do, don't get excited about *Tomb Raider*, and don't look forward to the CVG review of the full game soon. And make sure you bathe in cat's milk every day.

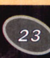


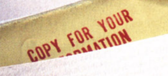












SAUL D. GLUCKSMAN
PH. D., A.T.R., NCC

MOUNT SINAI MEDICAL CENTRE,
2301 PARK AVENUE, NEW YORK 10014, NEW YORK.

PATIENT'S SURNAME Poulton **OTHER NAMES** Bradley, Thomas

D.O.B. 06.26.65 **SEX** Male **OCCUPATION** Accountant

ADDRESS Apt. 6b, 1054 E. 72nd Street, NY 10058, New York.

AIM

Brad - uncommunicative in repeated sessions with psychiatrist. Referred for art therapy to aid diagnosis.

OUTCOME

Brad needed little prompting to draw - spent whole session scribbling frenetically. When offered, preferred ball point to coloured pencils.

Sketches depict demons. When asked why the demons were beheaded, Brad said "they had to die" or else they would kill him and the "game" would be "over".

FINAL DIAGNOSIS

The use of black suggests Brad is suffering from depression. The demons come from his PlayStation games. Brad feels worthless and depressed because he has lost every game he has ever played. (Apparently there are over 150 of them).

DATE 06.24.96

SIGNED


GAME OVER
SONY
PlayStation
DO NOT
UNDERESTIMATE
THE POWER
OF PLAYSTATION

SUPER NINTENDO

MAGICAL NEW NINTENDO PUZZLE GAME



100% COMPLETE

SUPER NINTENDO

PUZZLE GAME | BY NINTENDO | NOV RELEASE | 1-2 PLAYERS

- NO OTHER VERSIONS PLANNED
- JAPANESE ORIGINAL VERSIONS AVAILABLE
- STORAGE CARTRIDGE PLUS BACKUP
- RELEASED BY - THE GAMES TEL: 01703 653 377

WARNING: This game carries a CVG Grade A addiction certificate. Read no further if you value your social position.

TETRIS ATTACK

We hate hackneyed intros as much as anyone, but we're not messing – *Tetris Attack* is surely the most addictive puzzle game this group of players has enjoyed. The premise is simple – score points by matching blocks of the same design to vanish rows – but the permutations are genius. Obviously Nintendo want as many people as possible to appreciate their work, as they've replaced previously unknown characters with the much-loved *Yoshi Island* brigade. Okay, it's safe to proceed...

NEED TO KNOW

Always we need to explain these basic, but brain-squashing rules, otherwise the rest won't make sense. The very simple rule is to prevent rows of panels from being squashed at the top of the 'well'. This is achieved by matching rows of at least three identical panels, horizontal or vertical. All the while the rows of panels are pushed up the well from the bottom – so you have to move fast! There are ways of improving your chances, however, and, subsequently your score:

FOUR OR MORE

Line up four or more panels to stop the lines rising for a few seconds. In fact only a moron would try for anything less. Fives are about average.



Rows going up and across together. Clever!

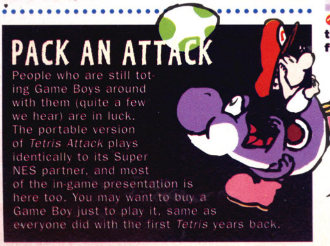
CHAIN REACTION

Where one row of panels disappears, if another is formed in turn you get a chain reaction. The longer this sequence goes on the bigger the score multiplier!



PACK AN ATTACK

People who are still toting Game Boys around with them (quite a few we hear) are in luck. The portable version of *Tetris Attack* plays identically to its Super NES partner, and most of the in-game presentation is here too. You may want to buy a Game Boy just to play it, same as everyone did with the first *Tetris* years back.



WIN FRIENDS THEN LOSE THEM

This is a really appealing game. Soon as you start playing, other people become curious. And so a versus test of skills is required, in which case there is an option to make the action even more frantic – in a perfectly controlled kind of way.

BLOCK BUSTER

The game can be configured so that chain reactions have an adverse effect on the challenger's screen. Specifically this entails a solid block falling onto their stack, whose size is relative to the extent of the chain reaction. Only way to disolve its coating is to vanish adjacent panels. This keeps your fingers very busy.



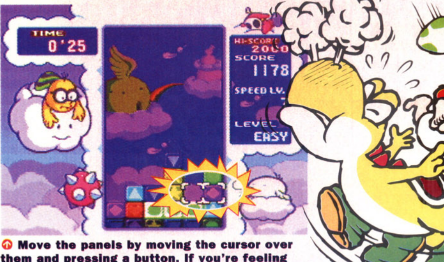

A heated exchange between sides!




Go for the highest score to win!

SCORE CHALLENGE

Another way to prove your skill against another player is to race for points. This way the biggest chain reactions and lengths of rows contribute to a score counter, on which there is a time limit. When time runs out, the player with the highest score wins. We can't tell you how competitive this becomes!



Move the panels by moving the cursor over them and pressing a button. If you're feeling flash, use the L and R buttons to raise the stack.



AND THAT'S NOT ALL...

Find out more reasons why *Tetris Attack* is a thoroughly brilliant game next issue – there is so much more to discover, that we at CVG are only too happy to show you!

COMING SOON







know the score

Taking L.S.D. can make you panic and even lead to a permanent change of personality.

The effects of an L.S.D. trip can last for up to 12 hours and that's going to make it difficult avoiding your parents. It could also be a complete nightmare if it's a bad trip. Once the trip has started, it can't be stopped.

You can get flashbacks. These can happen at any time, and even if the original trip was O.K. the flashback could be a nightmare.

Take L.S.D. and you could start seeing things that you don't want to see.

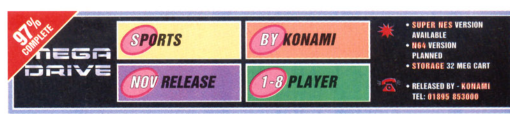
The strengths of trips can vary a lot. There's no way of knowing how much you're taking or what effect it'll have.

Taking L.S.D. could make you feel sick and throw up. This can be really frightening when you're tripping.

national drugs hel?line
0800 77 66 00

If you'd like more information about drugs or just a talk, give us a call free and in total confidence.





Soccer fans, allow us to draw your attention to the best soccer game you will ever have played on the Mega Drive.

INTERNATIONAL SUPERSTAR SOCCER DELUXE

BEST 16-BIT SOCCER GAME COMES TO MD

We'll save you the history lesson, except to say that Konami's *ISS Deluxe* is still the greatest soccer sim you can buy for the Super NES. No question. The FIFA license is strong, but superb gameplay is the real deal, and this *ISS* has in spades. Mega Drive *ISS* is nigh on identical to the original, with one improvement and one minor deviation. Assuming you're out of touch with the game, here is a reminder of the features.

100% SOCCER

One thing you're guaranteed in *ISS* is a solid, all-round game of soccer. The CPU is intelligent, meaning no cheap goals from you! Volleys, diving headers, back kicks, jumping to trap the ball – these skills don't come easy. Dedicated players are still discovering new tactics on the Super NES, after one year of solid play. 'Arcade' style overtones keep things fun too. Understand, *ISS* is the best there is! So long as Factor 5 handle the conversion, we're in for a treat come November.

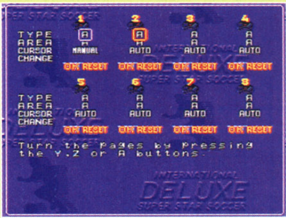


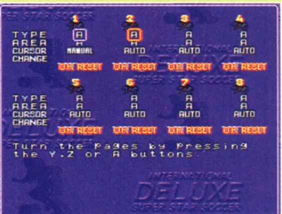












Here's the proof that ISS on Mega Drive is EIGHT-PLAYER compatible.

NEW TO ISS

Due to the Mega Drive boasting a faster CPU than the Super NES, this has enabled an exclusive new option – eight-player mode! Either in head-to-head or all playing for the same team, if you know enough people, and have access to a couple of multi-taps plus pads, this places eight players on screen with no slow down. This is as good as it gets.

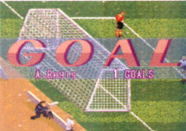
IT'S ALL GONE QUIET

Sadly one feature has been omitted from Mega Drive ISS – the Crowd Response System, where spectators react directly to the flow of the game. In the Super NES original the crowd chants loudly when great goals are scored, or murmers if things become boring. But, like we said, this feature didn't survive the conversion. Ho hum.



Hey! Get your hands out of the way – nobody can see!

Awesome animations typify this great game. You can even knock the cameramen over.



Unfortunately there's no crowd response system to appreciate the goals...



...though the celebratory graphics are all in place.

NEXT MONTH FANTASY LEAGUE ISS

Konami Europe are keen to ensure that *ISS* on Mega Drive plays at least as well as the Super NES original. Hence the delays, due to it being sent back for revisions. However we have been assured that the November date is set in stone. We should have the review copy next issue...







- NO OTHER VERSIONS AVAILABLE
- SATURN VERSION PLANNED
- STORAGE - 1CD

- PUBLISHED BY KONAMI TEL: 01895 853000



Blood. Blood. And more blood. What do you expect from a game with a name like this – 'Ant and Dec' playing Ping Pong?

OVERKILL

In issue #177 we introduced you to the adrenaline burner that is *Overkill*. Since that time Konami's Chicago division has refined the look and gameplay, to such an extent that it warrants a second presentation. You may also notice that this is another game to have its release date postponed, from September to November!

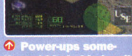
Just to recap, *Overkill* is an isometrically viewed, one-player strategic shoot 'em up. A major partner to the resourceful gameplay is the SHOCK factor, meaning lots of blood as a result of what can only be termed extreme violence. There is a choice of four characters – mercenaries paid by a future earth federation to confront an alien race from the planet Viscera 5. These 'people' (two are alien) are armed to the teeth with state-of-the-art weaponry. The pleasure in taking it to the Viscerians is all yours.

TAKE IT AWAY

Most walls in the game are made translucent if characters are situated behind them. This way players always have full view of what's happening. The effect is really subtle. Sometimes floors are made semi-transparent too, where there is a slope down to a lower room.







It helps to see what's lurking below!

Power-ups sometimes hide behind walls.

TIME... TO DIE

Most specialist weapons have had their application modified. First of all the Spider Mine, which crawls toward an enemy, can now be detonated by the player; whereas before it ran off a 'fuse'. Likewise standard mines have this feature built in. A cloaking device, which turns your character into a ghostly shade for around a minute, is much stealthier. CVG was also introduced to a Retina Scanner, which you require some poor SOB's eyeball to trigger!



Mines are most effective against 'Mirebeasts'.



When cloaked it's as though you are invisible.



Hold the dead guy's eye up to the retina scan.



A tasty Termination Bonus is awarded for clearing the whole mission of Viscerians.

When guns are fired the owner is bathed in white light. A nice touch, we reckon.

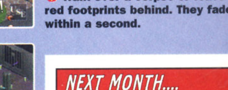




Walk over a corpse to leave red footprints behind. They fade within a second.

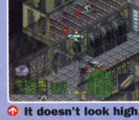
CONTROL REVISION

Our first report was pretty sketchy on smaller details, but now we can introduce you to some of the better tactics available to all characters. Just like in corridor games, mercs can strafe – side-step while firing – to dodge while attacking. We particularly like the way sneaking behind unwary guards can result in their sharp demise. Also mercs can drop from ledges – it causes a tiny bit of damage but can surprise most enemies.





Mercs have a greater chance of evading fatal wounds while strafing.



It doesn't look high, but this drop is enough to cause a small amount of damage.

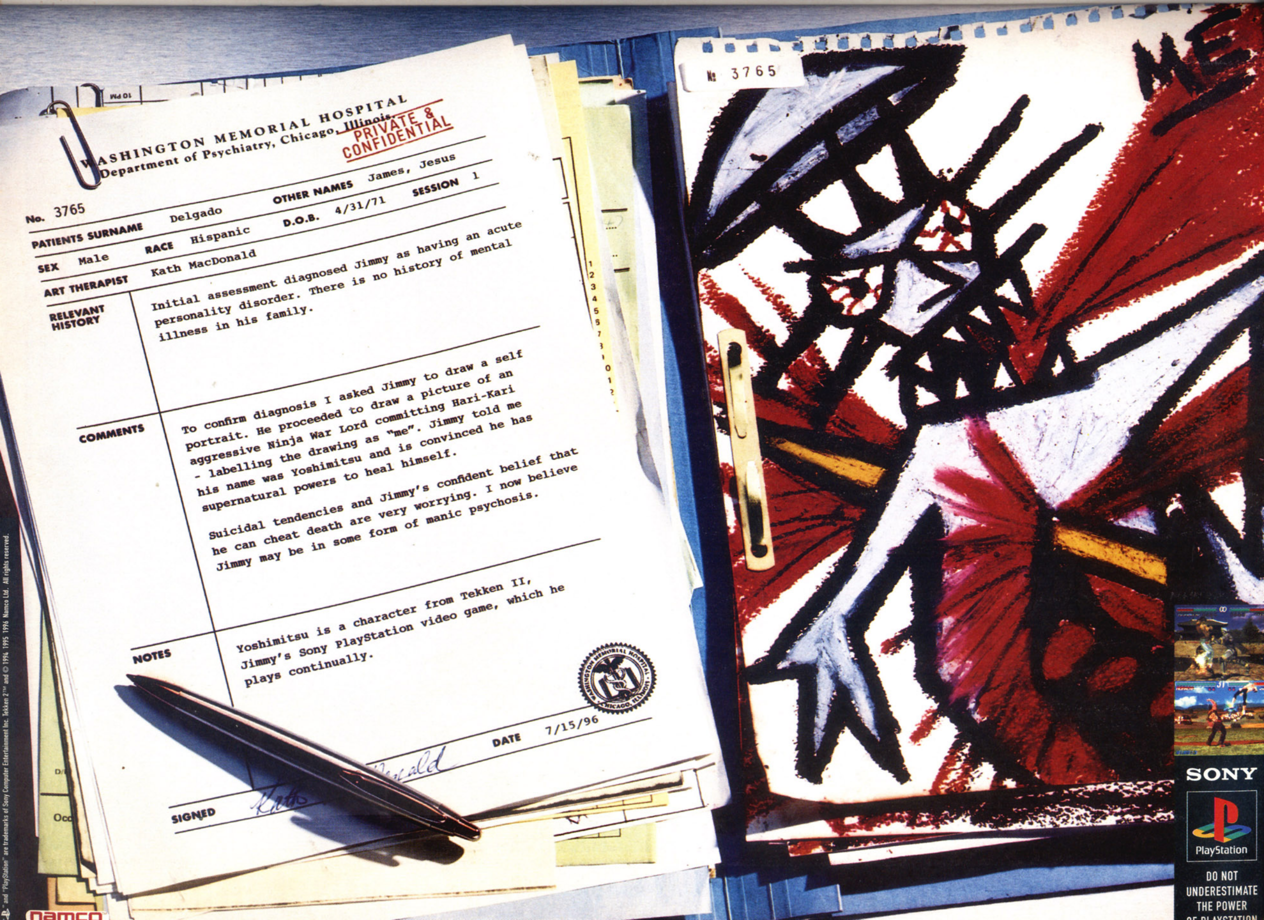




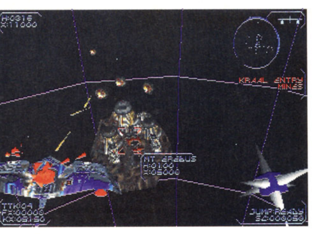
A new animation has been introduced, whereby characters too close to an explosion get stunned.

NEXT MONTH.... WE ALL SHALL DIE!

Waiting! But seriously, *Overkill* should be with us next month for review. Also we hope to bring you first images of the Saturn version which – KCEC promise – will be every bit as brilliant as on PlayStation.



WASHINGTON MEMORIAL HOSPITAL
Department of Psychiatry, Chicago, Illinois.
PRIVATE & CONFIDENTIAL
No. 3765
PATIENTS SURNAME Delgado
OTHER NAMES James, Jesus
SEX Male
RACE Hispanic
D.O.B. 4/31/71
SESSION 1
ART THERAPIST Kath MacDonald
RELEVANT HISTORY
Initial assessment diagnosed Jimmy as having an acute personality disorder. There is no history of mental illness in his family.
COMMENTS
To confirm diagnosis I asked Jimmy to draw a self portrait. He proceeded to draw a picture of an aggressive Ninja War Lord committing Hari-Kari - labelling the drawing as "me". Jimmy told me his name was Yoshimitsu and is convinced he has supernatural powers to heal himself.
Suicidal tendencies and Jimmy's confident belief that he can cheat death are very worrying. I now believe Jimmy may be in some form of manic psychosis.
NOTES
Yoshimitsu is a character from Tekken II, Jimmy's Sony PlayStation video game, which he plays continually.
SIGNED
DATE 7/15/96
WASHINGTON MEMORIAL HOSPITAL CHICAGO, ILLINOIS
№ 3765
ME
SONY
PlayStation
DO NOT UNDERESTIMATE THE POWER
namco





SHOOTING GAME | BY BITS
SEPT RELEASE | 1-8 PLAYERS

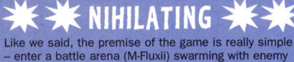
- NO OTHER VERSIONS AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE 1 CD
- RELEASED BY - PHILIPS
  TEL: N/A

Imagine that *Yi Ar Kung Fu* never took off, and all arcade goers ever wanted was one great shoot 'em up after another. In another dimension, *Nihilist* could do in the 90s what *Tempest* did in the 80s.

NIHILIST



Amazing what a cool injection of cash can do for a game showing promise. *Nihilist* – a shamelessly uncomplicated 3D shoot 'em up – is about to share a similar kudos to Gremlin's *Loaded* by featuring the music of Pop Will Eat Itself, and Dog Eat Dog, among others. An appropriate backdrop for the anarchic attitude of *Nihilist*, mostly thanks to Philips who are busy snapping up loads of potential hits for their '96/ '97 line up. Marketing potential aside, *Nihilist* is looking pretty cool in its own right – best way to describe it is a sort of virtual *Asteroids*, hounded by seriously psycho opponents who may be human or CPU controlled. Seem like fun to you? Scoot this way...



NIHILATING

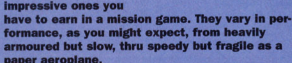
Like we said, the premise of the game is really simple – enter a battle arena (M-Fluxii) swarming with enemy space craft (Kraals) and debris, then see who survives. In a one-player game, *Nihilist* adopts a mission-based approach in which long-serving, successful pilots have the chance to upgrade their ship between missions. However this customisation option depends on the amount of 'Kash' picked up during a mission.



1 Control is a cross between *Doom* and *Asteroids*! Use the mouse for direction, target missiles and fire lasers. One button is thrust, two placed either side affect roll. Simple. The rest is instinct.

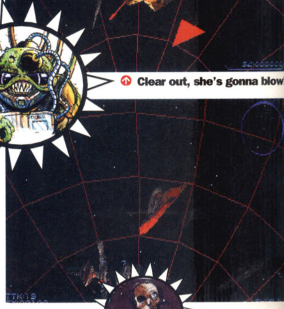
2 An unlimited supply of missiles leaves pilots to worry only about survival instincts. Tactics, then, are reserved for collecting power-ups which appear within the M-Fluxii – speed-ups, hull boosters, and so on.

3 There is a choice of 15 ships, in link-up mode. The more impressive ones you have to earn in a mission game. They vary in performance, as you might expect, from heavily armoured but slow, thru speedy but fragile as a paper aeroplane.



NOT A NELSON JOKE

Getting used to the controls is easy, but for those who need a bit of practice there's a video game within this video game called *Mandala*. Gameplay here is exactly the same as anywhere else, the difference is that all action is viewed from a third-person perspective; allowing pilots to see where they are and what they are doing.



Clear out, she's gonna blow!

THE JETTISONS

When there's not much left of your ship, but you still want a fighting chance, there's the option to eject to safety. From here on you're left floating about in an 'escape coffin', a precarious but nonetheless entertaining situation. There are two models: MK.1 is defenceless, and has no option but to await rescue from the mother ship; MK.2 on the other hand is equipped with lasers (albeit puny) and reasonably powerful thrusters. If you're flash enough to own one of these, and mad enough to take the chance, you can scoot about creating havoc among the larger ships. Only in a network game, however – it's a bit stupid otherwise!

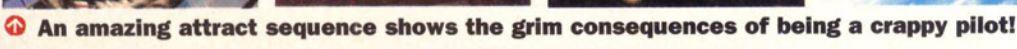




NIHILIST IS NIGH

With just minor bug tests in store for recent weeks, *Nihilist* is sure to be logging in for review next issue. It's looking cool, so we should have nice things too say about it.



An amazing attract sequence shows the grim consequences of being a crappy pilot!

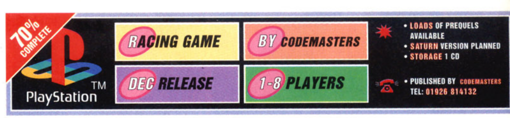


He's back, this time on PlayStation™ and Sega Saturn™

Virgin Interactive entertainment · Shiny Entertainment · Playmates · Screaming Pink™ · PlayStation · SEGA SATURN

EARTHWORM JIM 2





The original *Micro Machines* games were amazing to play but nothing special to look at. But this one's got the lot!

The Original Micro Machines Scale Miniatures V3

The 8-bit and 16-bit *Micro Machines* games have been massive hits. And for once, it wasn't down to fancy graphics or sounds – it's all thanks to fast, smooth, near-perfect playability and excellent multi-player modes. The new 32-bit PlayStation version seems to have everything to make it one of the best games ever – the playability and imagination of the original *Micro Machines* games, as well as some truly spectacular graphics! The developers are spending a long time getting everything just right, so it's not going to be available for a few months, but get a load of what you're going to be playing by Christmas.

GIMME GOODIES!

New to the *Micro Machines* series in *MM3* are the power-ups! These are found around the tracks, and give the player a random goodie when collected. They can be really powerful, and are well worth collecting.

FIRE TRAIL



This makes your vehicle leave a trail of fire behind it, letting you cut other players up and explode them!

MALLET



A comedy giant mallet appears on the front of your car, letting you pound away at those in front of you!

FORCE FIELD

A shield around your vehicle can be expanded at any time to knock other players off their line, and often off the edge of a table!

CLAW



A claw on the front of your car can grab other drivers and drop them off behind you.

DYNAMITE



The player can throw sticks of dynamite at will. Dangerous to enemies and friends.

FLAME BALL



Turns the car into a ball of flame which explodes any other drivers it touches.

INVISIBILITY



This lets you creep up on other drivers without them noticing, as well as making it really difficult to work out where you are!

SMALL SCENERY

So far, only a few of the racing scenarios are in the game, but they already look amazing! Every single object and piece of scenery is a solid 3D model, and there are some great effects – like light sourcing, reflective water and changing views and perspectives.



This skateboard ramp and jump is good fun! The view drops down low when you ride up on it.



BREAKFAST TABLE

The race begins on the actual table, where the players have to avoid sticky honey, and slippery pools of milk and orange juice. On the floor, the pet cat sits, meeowing when driven into! There's also a great cheese ramp leading onto a skateboard!



ORIGINAL OPTIONS!

The options in *MM3* are all controlled by driving this little toy car through different checkpoints and barriers, each one corresponding to a different mode! There are plenty of choices – from the number of players, through to the different types of tournament.



This is the main menu, believe it or not.



This is where you choose the players.

GARDEN

Racing around the garden, players need to avoid the sleeping dog, work their way through the flowerbeds, dodge snail slime and other hazards.



POND

The mini speedboats whizz around the pond track, which is marked out by weeds. The clouds are reflected on the water and everything looks very nice.





EIGHT PLAYERS AT ONCE!

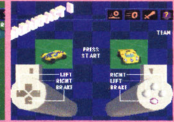
Micro Machines 3, like all the other *Micro Machines* games is brilliant in multi-player mode. There are already loads of options for multi-player games: Four players can compete with only two joypads by sharing, or four players can compete properly with a multi-tap. It's also possible to have an eight-player simultaneous game by sharing all four joypads – one driver using the buttons and another using the D-Pad. There are also team or competitive modes, letting you either work with a friend (one blocking, one trying to win) or try to beat everyone at once!



Here's an eight player office challenge! Brill!



For eight player without two multi-taps, choose this.



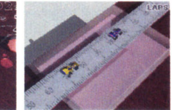
Here are the controls when players are sharing.



Here are the tanks trundling around the patio.



Some lovely track-side detail in the lab.



The Formula 1 cars are lightning fast!



Here's the deadly leap between pool tables. You need to get your speed up otherwise you won't quite make it across the gap. And we don't want that.



1. 

The monster trucks drive around the garden and up this ramp...

2. 

They turn into a sparkly ball of flame as they jump off...

3. 

Then land in the pond as speedboats! It's morphin' time!

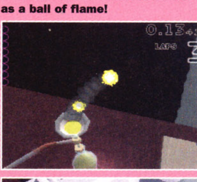
POOL TABLE

The most obvious things to avoid on the pool table are the pool balls. As well as dodging those, players can drive up playing cards and onto the sides of the table, then drop down one pocket and come out of the other. There's also a big jump from one table to the next!



LAB

The lab is great. Racing around the desks is fun, but getting sucked up and blown along the pipes is great! You're then launched out of a bunsen burner as a ball of flame!





COOL CAR COLLECTION!

At the moment, as this is only a fairly early version of the game, the vehicles aren't placed in the correct landscapes so they sometimes seem a bit out of place. Even still, it's possible to see how each of them will look and handle.





NEXT MONTH...
PUT YOUR TOYS AWAY!

Currently being added to *MM3* are more environments – the beach, restaurant, school desks, etc – a driving school, and improved vehicle handling. We're not likely to have a finished version to review for a while, so it's quite likely that you'll see another Coming Soon feature before it's released. Be patient, friends.








50% COMPLETE

MEGA DRIVE

RACING | BY SUPERSONIC | NOV RELEASE | 1-8 PLAYER

- MEGADRIVE, NES, SNES, PC PREQUELS AVAILABLE
- PLAYSTATION, SATURN VARIATIONS PLANNED

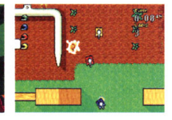
- STORAGE 1 CD
- RELEASED BY CODEMASTERS TEL: 01926 814132

Ah, the golden age of gaming. The Megadrive, *Micro Machines* and a shot of ice cool gameplay. What ever happened to it all? Hey, what's that knock at the door?

MICRO MACHINES MILITARY

With so many visually dazzling games exploding onto the gaming scene at the moment – including the stunning *Micro Machines 3* on PlayStation – it's easy to forget good old Megadrive *Micro Machines*. But we'd like it to be known that *Micro Machines 2* – were it reviewed today – would score our greatest award of essential excellence, the High Five! It may look simple and play simple, but its gameplay is spot-on perfect! And with *Micro Machines Military* just around the corner, it's clear that Codemasters, at least, haven't forgotten their masterpiece. The question is – how do they intend to improve on perfection?





GUNS!

Yep, with guns. The first *Micro Machines* game featured tanks, which could shoot at other vehicles, blasting them off the track. It's a feature that subsequently vanished, but has now re-emerged as the primary concept of this latest miniature racing instalment. The tanks are back, as are the helicopters, only now they're joined by the likes of armoured cars, jeeps, skidoos and amphibious craft. And they can all shoot at each other! No poncey buggies or sports car here, this is war!





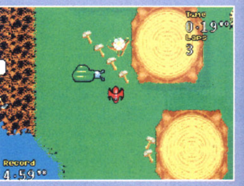


Land skimmer. Popular with the military.

FIGHT!

Of course, with the Military tag at the end of the name, mere guns aren't enough. You need a full-on 'battle' option. And you got it! Pitting four opponents against each other (human or otherwise) the aim is simply to stay in the battlezone for 30 seconds. Easier said than done with the projectile-launching free-for-all that ensues. Just stay frosty!





THE TRACKS!

The fact that *Micro Machines'* race tracks are set across everyday household surfaces has always drawn in the punters. The nutty objects strewn about these courses is also a big draw. So what crazy items have the coders at team Supersonic come up with time? Well, try chickens, snails, crickets, dung beetles, sparklers and egg yolks. Sensible as usual then.









FRIENDS!

Micro Machines has always been the cream of multi-player entertainment. As in the previous games, there's a wealth of multi-player options, from the 8-player races, 16-player tournaments, Competition Time Trials and team battles. Naturally, there are 16 characters to choose from too, with all the regulars – Spider, Walter, Cheng etc – still there. And you can still change their names to your own, or any humorous four-letter word you want. Fart, Poop, Pete, anything.

NEXT MONTH... INCOMING!

The version of *MM Military* we've seen is still a long from completion, but it already has the feel of its predecessors. If a review version surfaces in time, you've got yourselves a review, troops!

Available on
Saturn and
PlayStation.
Coming soon to
PC CD-ROM

actua GOLF

"The best golf game ever"

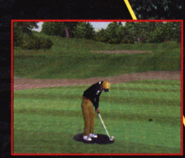
PlayStation Plus



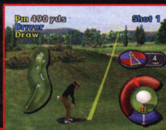
92%
Total Saturn



9 out of 10
PSX-Pro



4 out of 5 "The best PlayStation golf game"
C&VG



8 out of 10 PlayStation Star Player Award
Official PlayStation Magazine

- Live interactive commentary
- Spectacular scenery using 3D technology
- Two challenging courses to fully test your golfing skills
- True playing environment enabling total freedom of movement
- Fully customised players and club selection
- Multi-player options
- Multi-view shot tracking and replay
- Save game options to track your improvement



Featuring Peter Alliss - "The Voice of Golf"

























The Godfather of 3D shooting is dying! *Doom* is on its way out... but its not going without a fight! Get ready for *Final Doom*!

FINAL DOOM

Upon its initial release, *Doom* was hailed as a landmark title, lifting the corridor genre to new heights with blistering 3D action and revolutionary texture-mapped environment . By today's standards, *Doom* doesn't fare quite so well, especially when compared with the likes of *Duke Nukem 3D* or *Quake*. But for PlayStation owners it's still the number one 3D shoot 'em up available for their system. And now there's even more of it!

DOOM AND GLOOM!

While Saturn owners still wait for their version of the original *Doom*, PlayStation owners can bask in the glory of *Final Doom*: 30 entirely new adrenaline-pumping levels based around the *Doom 2* game engine. These levels have been designed specifically with the expert *Doom* player in mind: ie those who've managed to battle through *Doom: Special Edition* and are hungry for more. Believe us, you're going to need all of your *Doom* playing expertise here. These levels are rock!





Like *Doom Special Edition*, *Final Doom* features link up Co-operative or Deathmatch play.



One of *Final Doom*'s many dungeon denizens 'hanging out'. Ho ho ho.



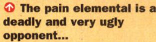


Gimme some sugar baby!



You wanna little? Come get some!





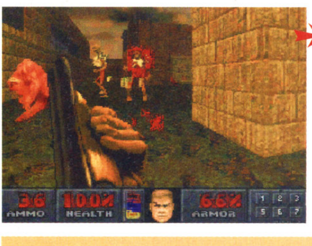
The pain elemental is a deadly and very ugly opponent...

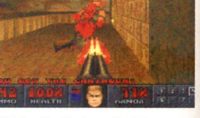


...it takes a load of shots to kill, and when it eventually dies...



... it explodes to release a swarm of lost souls! Aaaaargh!





The double barrelled (or super) shotgun annihilates all comers at close range and is by far the coolest weapon in the whole game. It also uses up two shotgun shells per blast.

WADS UP DOC?

As PC owners will testify, one of the best features of PC *Doom* was the seemingly never-ending supply of 'homebrew' levels available for free on the internet. As soon as id released the technical specifications of the game to the general public a number of level editors appeared, allowing *Doom* fans the world over to create their own levels (WAD files) and post them on the internet. In many ways *Final Doom* can be seen as an extra Wad file for *Doom:Special Edition*. The graphics engine is the same but with 30 all-new levels.











The 'shottie' is a true craftsman's tool in *Final Doom*. Unfortunately, its been made almost useless in *Quake*, but there you go.





HOMEBREW!

While some of the levels in *Final Doom* have been created specifically for the project by the professional levels designers at id, others have been selected from the cream of the homebrew wads posted on the 'net. These are levels created by true *Doom* aficionados and they're as good, if not better, than id's own! Its clear that these people know exactly what makes a good *Doom* level: attention to detail, plentiful power ups, cunningly placed monsters and evil traps! *Doom* fans are in for a real treat.

Rocket Launcher

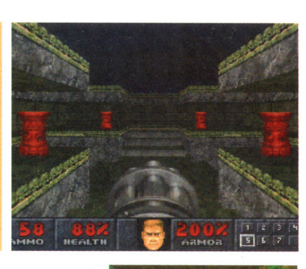


Shotgun



Super Shotgun

Chaingun





I believe that's the top of your head over there sir.







Who's the man? I'M THE MAN! How bad? REAL BAD! Come to Papa!

NEXT EPISODE

The action in *Final Doom* is based around three episodes: MASTER LEVELS, TNT and PLUTONIA. They progress from the easiest (Master Levels) to the hardest (Plutonia), though to be honest, on Ultra Violence even the Master Levels are pretty tough. All of the episodes are themed, and contain similar settings which gradually develop from level to level (ie. organic to industrial) and feature some of the most impressive architecture yet seen in a *Doom*-style game. Although you're probably not going to get time to stop and look.











The beach-ball cacodemons groan and plop to the floor with their guts falling out when killed. How disgusting and brilliant! Lets see more of that!

NEXT MONTH LOCK AND LOAD!

PlayStation owners are eagerly looking forward to *Final Doom* and rightly so – its going to be hot! But with *Alien Trilogy* out already, and *Exhumed*, *Duke Nukem 3D* and id's own *Hexen* on the way, its going to have some stiff competition. Does it have what it takes? Stay tuned!



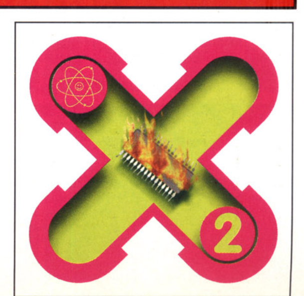




Our hero disembowels a hell knight with his chainsaw! Don't try this at home kids!

VIOLENCE, JACK?

With *Quake*'s flying polygon gibs currently leading the way in the gore stakes, and *Duke Nukem 3D* just behind, can *Doom* compete with its humble sprite-based scenes of atrocity? Take a look at these grabs and see what you think. This is id we're talking about after all.





70% COMPLETE

MEGA DRIVE

3D SONIC!	BY TRAVELLER'S TALES
OCT RELEASE	1 PLAYER

- NO OTHER VERSIONS AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE 16MBIT CART
- RELEASED BY - SEGA TEL: 0181 996 4620

Sonic fans have had a hard time since *Sonic and Knuckles* in 1993, without a single game starring Mr. Hedgehog. But now...

SONIC 3D

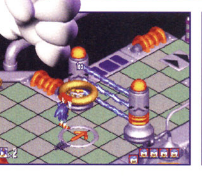
Since our New Games feature on *Sonic 3D* in issue 177, a lot more has been added. All the zones are now in place, with lots more new features and badniks for us to show you. While the graphic style is similar to the original Mega Drive *Sonic* games, it plays totally differently. Rather than run to the right of the level jumping on platforms, the game involves a lot more exploration – *Sonic* must find five Flickys at a time and drop them off to open up new sections. It's flickin' *Sonic* innit!

TRICKY FLICKYS!

As we mentioned in issue 177, the object of the game is to collect five Flickys and lead them to the drop off point in order to open up more of the level. These Flickys are found inside baddies, and must be chased once freed. This can be tricky to do, as they wander around first, each with different attributes – Red ones hop about, Green ones run away, Blue ones move slowly,etc.









ZONE DRONE

1. GREEN GROVE ZONE

As always, the first zone gives players a chance to get used to the new controls and play style by having wide open spaces, few baddies and some simple secrets.



These cannons fire Sonic and the Flickys around the level!

2. RUSTY RUIN ZONE

This zone, set around a ruined palace gardens, has got lots of tricky jumps, spikes and baddies. For the first time in the game, one of the extra characters is used to progress – Tails stands by a blocked passageway, waiting to be handed 50 gold rings or more. Once he's got enough, he magically lets Sonic pass!



By standing on these rotating panels, Sonic gets turned into a spinning top...



Enabling him to break through these pillars which block the way to the end of the level and extra powerups!

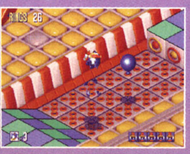


This hill is too steep for even Sonic to run up! He has to bounce from springs to ledges to get up.

3. SPRING STADIUM ZONE

Every Sonic game's got a bouncy pinball level, and here's *Sonic 3D*'s. The spikes and bumpers make it one of the most annoying. No, make that THE most annoying zone in the entire game! Aaaaargh!







LEFT: Here, players have to bounce from balloon to balloon to get across a pit of spikes. The balloons pop on impact so it must be done right first time.

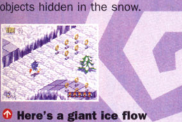
RIGHT: This section's like a giant pinball table, with massive bumpers and loads of bouncy bits to throw Sonic about!



In the Diamond Dust Zone, Sonic can get frozen in ice then pushed down a hill through the level!

4. DIAMOND DUST ZONE

A very cool (prrp!) icy zone with slippery floors, ice flows and objects hidden in the snow.



Here's a giant ice flow running right through the middle of the level!



This snowman badnik shoots snowballs at Sonic until he's destroyed...



Then a Flicky frozen in ice drops out!

SONIC AND KNUCKLES. AND TAILS AS WELL.

If players search the levels well enough, they may discover a few of Sonic's pals, like Tails and Knuckles! Sonic can give these characters his rings, and once they've got a total of over 50, something special happens. At the moment, the Special Stages aren't in the game, but in the final version you'll either be warped to one of these, or extra sections of the level will open up.



5. VOLCANO VALLEY ZONE

A zone full of lava, with fire flares and secret tunnels hidden under rocks.



This line of flames rotates like a skipping rope, only Sonic doesn't just scrape his shins if he messes up – he loses all his rings!



These lifts need to be raised by spinning on the rollers. If Sonic gets off the wrong way he ends up in the lava!



One of the most valuable items in this zone is the Fire Shield, as it protects Sonic from all of the flames AND lava!

IT'S-A MEE! THE EVIL DR. IVO ROBOTNIK!

As we've come to expect from *Sonic* games, the evil Robotnik (Eggman in Japan) appears at the end of each zone. Once you've worked out how to beat him, get in about five hits and it's all over! Then again...







This is one of the trickiest bosses as Sonic can't actually hit Robotnik. A bit of brainwork is required to figure it out, then it's rock hard to do!

6. GENE GADGET ZONE

The final zone with lots of electronic traps, laser guns and suction tubes which fire Sonic around the levels!



These are the tubes which take Sonic to later parts of the level at very high speeds.

These fans blow Sonic into the air on his back, leaving him open to enemies.



The floor here is electrified, and sparks a split-second after Sonic walks on it. This means that if he runs fast enough he can avoid dying!

TURN IT UP! GET DOWN!



The music is already pretty much in place, and is in the traditional Sonic style, meaning that you'll start humming it after only five minutes! And, like *NiGHTS*, the second act music is a slightly different mix to the first act's!

NEXT MONTH... COSMIC ETERNITY!

There's not too far to go before *Sonic 3D* is finished – the bonus stages need to be added, and a few other things will be changed slightly, but hopefully this will all be done in time for a review next issue.





20% COMPLETE





PlayStation

RPG | BY SQUARE | DEC RELEASE | 1 PLAYER

- NO OTHER VERSIONS AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE 1 CD
- RELEASED BY - SQUARE TEL: N/A

FINAL FANTASY VII

No amount of hype can beat the popularity of an arcade hit. So how come *Tobal No.1* outsold *Tekken 2* in its first week?

There's no words to describe the hold that Squaresoft RPGs have over the Japanese gaming public. Suffice to say that when *Tobal No.1* launched this month, we suspect that a large proportion of punters weren't looking for a 3D fighting game. They were questing for a brief experience of the seventh *Final Fantasy* Installment. There's every chance that *Final Fantasy VII* could do for RPGs, what Star Wars did for science fiction in the cinema. It really seems to be that awesome.





MOST SOUGHT AFTER DEMO OF ALL TIME

We announced the imminent arrival of *Final Fantasy VII* five months ago in issue #174. We knew this was going to be something special. The opportunity to play something of the game, six months prior to its release in Japan, is almost too good to be true. Hopefully this page conveys at least a fraction of the majesty.

HOLD YOUR BREATH

A spectacular introductory CG sequence sets the scene. At first we see the stars, then the head and shoulders of Aerith, the heroine of this brief adventure.





Viewers are treated to a dramatic zoom from the centre of Midgar City, to a far off point where we can see the smoking towers of this industrial future setting.



With the attract sequence almost complete, the viewpoint zooms back into the heart of Midgar, where a steam locomotive pulls into an abandoned station. Action!





DRAMATIC DIRECTION

See how Squaresoft, assisted by talent picked from Hollywood, can make a straightforward journey 'there and back' such an event.





On arrival the team head toward the city.





Friends join in to lend a hand.









Defeat the refinery boss!



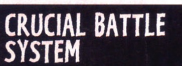




Time to help an injured friend before...

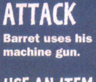
CRUCIAL BATTLE SYSTEM

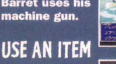
Final Fantasy VII so far boasts one unique element – the Limit Break – which empowers characters with a special ability after a certain number of successful attacks. Even familiar attacks look out of this world!



ATTACK

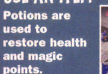
Barret uses his machine gun.





USE AN ITEM

Potions are used to restore health and magic points.





PRACTICE MAGIC

Most impressive of all is Aerith's power of the Leviathan.

First she casts the spell.

Then disappears into an aura sphere.

The Leviathan is free!

It creates a tidal wave.

Which drowns the enemy.













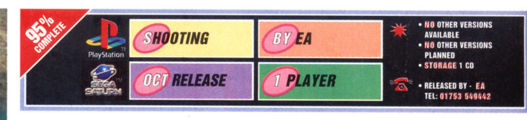


YOUR DESTINY

Should *Final Fantasy* be scheduled for a Western translation, it will be THE game to inspire legions of new RPG fans. Squaresoft have so far been very helpful. So look forward to updates before December.


In 2096
Having a Bomb
Strapped to You
is a Sport.
(Want to Play?)
C4
C4
01:35
BLAST CHAMBER™
The 3-D Rotatable Deathmatch
60 3-D rotatable chambers:
20 multi-player action chambers and
40 one-player strategy chambers
A variety of obstacles such as spikes,
trap doors, lava pits, and other deadly
surprises make each chamber unique
Intense multi-player mode with up to
four competitors, solo against computer
opponents, or solo against the clock
Radical power-ups including
magnetic boots, high jumps, psy-bombs,
crystal magnets and more
1-4 Players
SEGA SATURN
PlayStation
PC CD-ROM
ACTIVISION®
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Despite the cold war being over for several years now, EA have launched another attack on the Russian armies as one of the greatest video game series of all time is radically revamped.

SOVIET STRIKE

EA are set to bring all the 'chopper-related thrills and spills of their classic 'Strike' series to the Saturn, PlayStation and PC. Set across five massive stages, Russia is under the control of a mad Russian General who is out to use the USSR's military stockpile to seize control of the world. Needless to say, you and your state-of-the-art helicopter are all that stands between him. Mission objectives must be completed before the mad sod presses the button to begin World War III!

CLASSIC IN THE MAKING

Launched in 1991, *Desert Strike* mixed shooting action with tactical elements, as the player guided a detailed heli sprite over isometrically-scrolling stages. Timed to coincide with the recent events of the Gulf War, the game's missions saw the player trying to eliminate a Saddam-like dictator, while blowing away his tin pot army along the way. Next came *Jungle Strike*, where the game took place across a number of, you guessed it, jungle-based stages. This time players occasionally abandoned the helicopter for a boat. Tougher missions and enhanced graphics made Jungle most peoples' favourite. Sadly, in adding Commando/Ikari Warrior stages to the game's city-based stages in the follow-up Urban Strike made it little more than a disappointing cash-in.









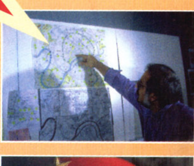
DESTROY!

MISSION IMPROBABLE

Soviet Strike spans five linked scenarios, as players edge toward the mad man's base by targeting key areas he is using to expand his power. Missions are detailed in superb FMV sequences, and the player is left to pick which weapons they feel necessary for the journey – with all the old 'Strike' faves present in revamped form. Players find themselves blowing up reactors creating plutonium for warheads, strafing enemy bases, and sinking huge fleets of boats. Such is the level of detail that when a tank is wasted the sprites burn realistically, while soldiers run around as they burn before collapsing!





















WHAT A LOOKER

Graphics in *Soviet Strike* are unlike anything seen in the series so far. All the landscapes are rendered in such detail, that the rolling fields look just as they should, while all the mountains and cities are intricately drawn with correct light sourcing for added effect. The level of detail extends to the sprites, too. EA's American development team have attempted to make Soviet Strike as realistic as possible. As such the tanks are based on the real thing, with all weapon and payload data lifted from books. If a helicopter attacks, it only has a set number of missiles before it has to return to base to restock. Similarly, this allowed EA to flex their design muscle with a number of tank styles as opposed to the 'one size fits all' vehicles of the 16-bit series. The benefit of such detail is more satisfying to blow things up, and strafing an inhabited city is so much more gratifying when they crumble realistically, and people leg it to supposed safety.



Examine the satellite pics for signs of activity.



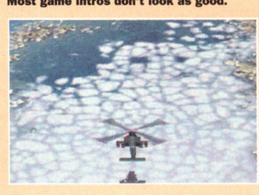
No boats in the gully today. Must have seen a war coming.



Look at the trail behind that rocket. Most game intros don't look as good.



Explosions light up the sky. Debris flies from the wreck.



Scenery which looks this good is only possible by streaming it from CD.







You would be able to recognise this man if you saw him.



Is this him? Well, if he were to wear a woolly hat and mask...

VIEW TO A KILL

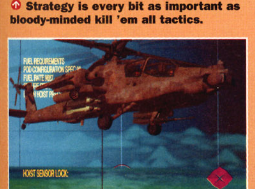
EA were determined to keep the action as close to the virtually faultless controls of *Jungle Strike*, so the helicopter scoots around with minimal inertia, and all past abilities such as picking up extra ammo, fuel and hostages with a winch system. The default view follows an isometric view which keeps the player's helicopter central at all times, but a secondary mode has also been included. This second option allows the user to opt for a view where the helicopter skirts around the edge of the screen, with the assorted targets kept in the centre of the screen.



Strategy is every bit as important as bloody-minded kill 'em all tactics.



Air to ground missiles are limited in supply but very effective.



As before, choosing the best winch assistant can make all the difference.



Why am I out at sea, and not in the gully today? I heard there was a war on.





Blow one tank to cause an obstruction, then pick off the others as they struggle to manoeuvre.

NEXT MONTH... READY TO STRIKE



Prepare for take off with the *Soviet Strike* review next issue, when we also hope to feature the Saturn version also.



90% COMPLETE

SEGA SATURN

FIGHTING GAME | BY AM2 | OCT RELEASE | 1-2 PLAYER

- ARCADE VERSION AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE 1 CD
- RELEASED BY - SEGA TEL: 0181 996 4620

They're already loose in Japan and in one month they hit Britain! This is your last chance to prepare for the Viper attack!

FIGHTING VIPERS

As we go to press, there's only days until the Japanese release of Saturn *Fighting Vipers*. Too late for an import review, but we've got our hands on a Beta (final test) version of the game. Giving us the perfect opportunity to present you with the latest look at this mammoth Saturn conversion of the most explosive beat 'em up around! With all the moves finally programmed in, we reckon it's time to zoom in on each of the snake-fighting daddios – just so beginners know what makes FV awesome, and so fans can marvel at the coin-op perfection of the gameplay!





PICKY

The plucky skateboard pup! Small and fast with an agile range of moves. He even uses his board as a weapon of destruction!



Not one to be trapped by the wall...

Picky can launch at his opponent!



Using his board to slide him through his foe's legs...



He can smack 'em right in the butt!





Don't look now! That's the Peach Press!

HONEY

A sassy girl with striptease appeal. The fact that she flashes her bum all the time isn't gratuitous flesh-appeal – it's just one of her attacks!





This one's known as the Scorpion Kick!

A simple PPK finishes with a painful upper heel!

PEACH & PEACH

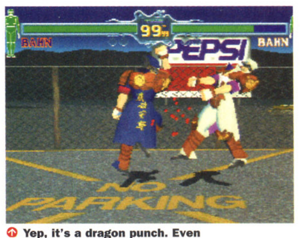


The famous butt-attack. We love it!

Even better when doubled up again!

BAHN

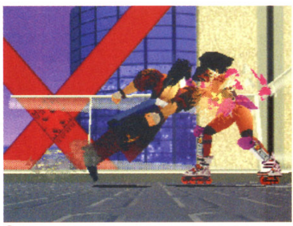
So cool he never loses his hat or toothpick during a fight – ever! Not big on combinations, but overloaded with power moves.



Yep, it's a dragon punch. Even performed the same way!



He's charging up... for a sliding elbow attack!


Just one of his many impact specialities!



SANMAN

Big, fat, old and ugly! But who's gonna argue with a power-bashing behemoth who can throw you like a bowling ball?



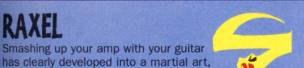
Charging forward he powers his arms...

...like the blades of a combine harvester!




The infamous bowling ball throw!


Mind you, he bowls underarm!



GRACE

In-line Skate-Fu is the best way to describe her fighting style. He roller blades are double edged – graceful on the floor and disgraceful when they club you!

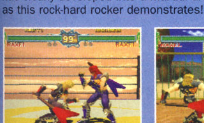
Kicks are Grace's strength.



No surprise considering she where's knuckle dusters on her feet!

RAXEL

Smashing up your amp with your guitar has clearly developed into a martial art, as this rock-hard rocker demonstrates!



When the guitar comes out...


it can take you up...


...or across the screen!



JANE

The name might be plain, but it signifies pain! Punches are where this ex-marine's strength lies. And she's got plenty of 'em!





Grabbing her opponent, she punches them square in the face. Supposedly a throw.



This charged-fist attack can take off up to 90% of the other fighter's energy.

She's a hard woman. A very hard woman.

Overhead bodyslam about to be initiated.







TOKIO

Known as the Justice Viper, he doesn't use any low or underhand tactics. Just plenty of devastating supercombos!



Punch, kick combos aplenty.



Multiple roundhouse are his speciality!



A nifty somersault kick!





ALL-NEW WALL EFFECTS!

The development of the walls is coming on leaps and bounds... literally! Candy, Jane and Picky can now climb up the walls, before drop-attacking on their foe! Also, the animation for exploding walls is in. Just take a look!

KER-SMASH



Take out the concrete wall and huge slabs explode across the backdrop!



Full-on shattering sounds accompany the destruction of the lift!

HEADS-UP!



The fencing rattles back down for a while after the KO!

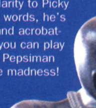


Yep, the walls are now fully interactive! Bomb 'em!

ENTER... PEPSIMAN!!

Last month we revealed how AM2 have included a hidden character based on the mascot of the Japanese Pepsi TV ads. Pepsiman is his name – a featureless silver humanoid with a Pepsi logo on his chest. He sounds like Dural and he's not completely disimilar, except his exterior looks more like latex than metal. Thanks to *FV*'s light-sourcing and gourard shading, that's how he looks in the game too! We can't show you this, because Sega Europe have informed us he won't be in the Western version (because Pepsi aren't involved with *FV* here). We can however tell you all we know from first-hand experience of playing against and as him!

At any point during the normal one-player arcade mode he can interrupt a fight, just like a challenger. He then appears on the character select screen, complete with his own 'Pepsiiimaaan!' theme. His fighting style is a combination of other fighters, although he bears closest similarity to Picky and Tokio. In other words, he's all super-combos and acrobatics. Beat him and you can play as him. Two-player Pepsiman fights are complete madness!



NEXT MONTH...



LET THE ACTION BEGIN!

Full review, what else? While the gameplay is TOTALLY intact, we still want to see what's going to be done graphically. Will those background animations – such as the jet – be there? Hmmm.





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SUBSCRIPTIONS

SUBSCRIBE TO CVG AND SAVE ED FROM TROLL WEDLOCK!

"I'm cursed! It's the Tom Guise curse! And you think I'm joking!" We've heard him say this many times in jest, dear readers. But now we know the sinister truth behind this puerile excuse for tardiness.
For Tom Guise is indeed cursed – by the Phantom of the Laughing Monk! We followed Tom home one night, to see why he couldn't get to bed on time, so that he can be in at work early the next day (like the rest of us). And from this point the tale is almost too terrible to tell. Still, you have to know.
As soon as the eleventh hour strikes Tom removes his glasses to reveal deathly pale, mad staring eyes. The small circular wig which hides his crown bursts into flame, and all the caps fall off his teeth. The Phantom of the Laughing Monk stalks again!
We watched in abject horror as the Laughing Monk (Tom) swept an innocent young woman off her feet. And laughed. Only when the monster had a belly full of the screams did he seek out another damsel to 'pick up' for his entertainment. And to our immediate disgust we noticed the fiend was supporting these fair ladies on mutant thumbs which do not bend in the middle.

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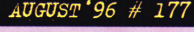
SOURCE CODE: IB1B
OFFER CODE: B15

SHIELD YOUR EARS FROM THE LAUGHING MONK'S GUFFAW!

This very night, Tom Guise could be in your area. Watching. Waiting to find some young filly willing (or not) to get 'carried away'. And of course this is absolutely not on.
There's only one cure for this distressing affliction from beyond the grave, and that's to buy a five year supply of luxury talcum powder for his feet. This would achieve two things: it would exorcise the Phantom of the Laughing Monk, and make our work place a more pleasant smelling environment. But we need cash! If you are willing to put forward the small sum for a year's subscription to CVG, we will gladly provide 12 ISSUES FOR THE PRICE OF 10. For that's how much we love Tom. Sob.

BACK ISSUES!





Fighting Vipers moves list, Part 2 of the *Ultimate Mortal Kombat 3* guide, *Street Fighter Alpha 2* players guide, *Panzer Dragoon Zwei* guide, *Adidas Power Soccer* tips, *Guardian Heroes* guide and map.

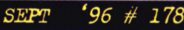
JULY '96 # 176

Massive E3 show report, *Darkstalkers* and *Night Warriors* moves list, *Tekken 2* guide, *Track and Field* review, *Duke Nukem 3D* review, How to buy import games feature.



AUGUST '96 # 177

Resident Evil maps and guide, *Formula 1* coming soon, *Fade to Black* review, *Street Fighter Alpha 2* secret character cheats, *Track and Field* hidden features, *Virtua Cop 2* coming soon, and *Cheesy!*



The 3 greatest games ever! *Mario 64*, *NiGHTS* review, *Quake* review and feature, *Virtua Fighter 3* report, *Pilot Wings 64*, Capcom interview, *Soul Edge* moves list, *Quake* tips, *Track and Field* tips.



EARLIER ISSUES ALSO AVAILABLE!

want some?
Come get some!



our friendly operators are ready and waiting to take your call







COMPUTER & VIDEO GAMES

CELEBRATE CVG'S 15TH BIRTHDAY WITH US! AWESOME SURPRISES GUARANTEED!!

NEXT MONTH

ISSUE NO. 180 OUT ON OCTOBER 9TH

**Dear Mr/Mrs News,
Please put a copy of Computer and Video Games magazine, the best games mag in the world, behind your lovely counter for me. Thank you very much.**

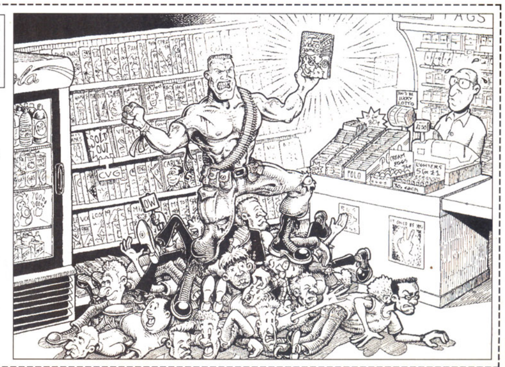
computer and video games

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CHECKPOINT

The month's events and software releases at a glance. **Sept-Oct**

Need to know what games are being released on which dates? These pages are only here to help. Also, you ought to know which video game shows are worth attending. Everything printed coincides with the dates that the issue you're holding is on sale.

Christmas is coming. And you'd better believe it's going to be the most storming video game season ever. But you've read that somewhere before, right? So who are we trying to kid? Answer: NO ONE! The games released over the next few weeks are just the first of a major push in the run up to Christmas. We told you it was imminent! We're overwhelmed by the quality and number of PlayStation releases. In a way we feel sorry for people having to make the choice between *Tekken 2,* and *F1* in the same month! Saturn has one of the greatest games ever in the form of *NiGHTS,* and soon to be proclaimed greatest soccer game ever in *World Wide.* Pity all those empty pockets too. If you own a PC, there's only one option as far as we're concerned: *Syndicate Wars* (for review see page 60). And that's coming to Saturn and PlayStation too. So here is the release schedule. Don't wear it out. As ever we've run a blue strip over the games you should ignore completely, and highlighted the hottest games in red.

WIN! FORMULA 1

Awarded a High Five this very issue. This game fires on all cylinders, no doubt about it. Anyhow, to the competition: We'd like you to take a snap shot of the sheddiest jallopy you can find – the most disgraceful example of motor transport you can lay your eyes on – and send it to us (tell the owner it's for a school project on engineering or something). Address to: I AM NOT (ROAD) WORTHY

WIN! SYNDICATE WARS

Complex it may be, but that's exactly why *Syndicate Wars* is sure to have most PC owners scrabbling for their wallets on 20 September. Most PC owners, that is, excepting the one who can scare the living daylights out of us with an utterly menacing letter from 'Da Mob'. Write and tell us what horrible misfortunes will befall us if we do not comply with your wish to own SW for free. Send the letter to: SCARFACE

WIN! WORLDWIDE SOCCER

This time you can belive the hype. We try to stay out of all this soccer game competition, as there really is little to separate the likes of *Actua* from *Power Soccer,* or even *Olympic Soccer. Worldwide,* however, is clearly the best there is. But to earn a free copy for yourself, you've got to tell us your greatest achievment in life. Make it funny, and don't forget to make it out to: YESTERDAY'S HERO

Send entries to:
CHECKPOINT #176 FREEBIES,
Computer And Video Games,
Priory Court, 30-32 Farringdon Lane,
London EC1R 3AU

JAMMA

12-14 September

If you're feeling strangely excited and don't know why, this is because the world's biggest coin-ops have just been announced in Tokyo – the weekend this magazine went on sale. At the time of writing (mid August) we can only guess what these games could be, however our man in Japan is confident that Namco will have *Tekken 3* there (it has been almost 18 months since T2), and Sega's *VF3* will definitely be there. It's still too early for SNK to demo their fabled 64-bit technology, but Capcom – having already unveiled CP-System III – are still heavily rumoured to be FINALLY saying "Ladies and Gentlemen, a little something we like to call *Street Fighter 3*". We certainly hope so! Assorted extras may well include the Seta N64/ arcade games. This is the biggest event in the video game calendar outside of the consumer market. A full report should make it in time for next months issue, along with the Tokyo Game Show (see last month for preview details).



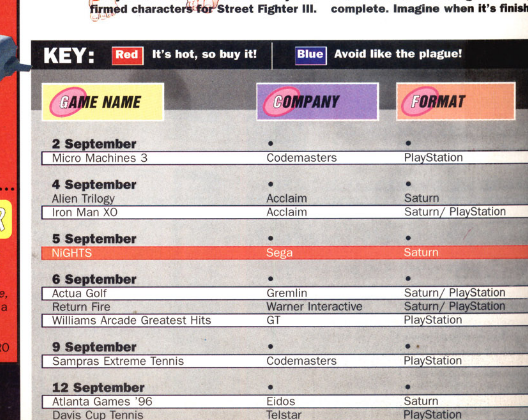


Spectacular magic attacks are set to become the trademark of War-Zard. The animation here is superb.



Believe it or not, this awesome action is taken from a game barely 40% complete. Imagine when it's finished!

Ryu and Ken are so far the only confirmed characters for Street Fighter III.



KEY: Red – It's hot, so buy it! Blue – Avoid like the plague!

GAME NAME	COMPANY	FORMAT
2 September		
Micro Machines 3	Codemasters	PlayStation
4 September		
Alien Trilogy	Acclaim	Saturn
Iron Man XO	Acclaim	Saturn/ PlayStation
5 September		
NiGHTS	Sega	Saturn
6 September		
Actua Golf	Gremlin	Saturn/ PlayStation
Return Fire	Warner Interactive	Saturn/ PlayStation
Williams Arcade Greatest Hits	GT	PlayStation
9 September		
Sampras Extreme Tennis	Codemasters	PlayStation
12 September		
Atlanta Games '96	Eidos	Saturn
Davis Cup Tennis	Telstar	PlayStation
NBA Action	Sega	Saturn

EVENTS AND SOFTWARE RELEASES

GAME NAME	COMPANY	FORMAT
13 September	•	•
Casper	Interplay	Saturn/ PlayStation
International Superstar Soccer	Konami	Mega Drive
Formula 1	Psygnosis	PlayStation
Raging Skies	Sony	PlayStation
Top Gun: Fire at Will	Microprose	PlayStation
19 September	•	•
NiGHTS (solus)	Sega	Saturn
20 September	•	•
A-IV Evolution Global	Sony	PlayStation
Crusader No Regret	EA	PC CD-ROM
Syndicate Wars	EA	PC CD-ROM
Time Commando	EA	PlayStation
Transport Tycoon	Microprose	PlayStation
23 September	•	•
Deadlock	WIE	PC CD-ROM
24 September	•	•
Sim City 2000	Maxis	PlayStation
26 September	•	•
Davis Cup Tennis	Telstar	Saturn
Exhumed	Sega	Saturn
Sampras Tennis Extreme	Codemasters	Saturn
Three Dirty Dwarves	Sega	Saturn
Twisted Metal 2	Sony	PlayStation
27 September	•	•
Andretti Racing	EA	PlayStation
Gene Wars	EA	PC CD-ROM
Namco Museum 2	Sony (Namco)	PlayStation
Namco Soccer	Sony (Namco)	PlayStation
Spacehulk VOTBA	EA	Saturn
Team F1	EA	PC CD-ROM
Tunnel B1	Ocean	PlayStation
Worms	Ocean	Super NES
September (no fixed date)	•	•
Deathtrap Dungeon	Eidos	PC CD-ROM
Star Trek Generations	Microprose	PC CD-ROM
2 October	•	•
Tekken 2	Sony (Namco)	PlayStation
Mechwarrior 2: Mercenaries	Activision	PC CD-ROM
3 October	•	•
Virtua Fighter Kids		
4 October	•	•
Broken Sword	Virgin	PC CD-ROM
F-22 Lightning 2	EA	PC CD-ROM
Madden '97	EA	PlayStation
NHL '97	EA	Mega Drive/ PlayStation
Night Warriors	Virgin	Saturn
PGA Tour Golf '97	EA	PlayStation
The Simpsons	EA	PC CD-ROM
Star Trek 30th Anniversary	CIC	PC CD-ROM
9 October	•	•
Darkstalkers	Virgin	PlayStation
11 October	•	•
Chronicles of the Sword	Psygnosis	PlayStation
Elder Scrolls: Daggerfall	Virgin	PC CD-ROM
11 October	•	•
Motor Toon GP2	Sony	PlayStation
Privateer: The Darkening	EA	PC CD-ROM
Victory Boxing	Virgin	PlayStation
X-Men: Children of the Atom	Acclaim	PlayStation
14 October	•	•
Micro Machines Military	Codemasters	Mega Drive
Mortal Kombat 1&2	Acclaim	Saturn/ PlayStation
17 October	•	•
Worldwide Soccer '97		
	•	•



NiGHTS – takes your breath away.



Tekken 2 – guaranteed to break all records!

ISSUE #177 WINNERS!



RESIDENT EVIL
We asked you to send in a picture of something grotesque. So Bryan Webster sent us a photo of his Mum's curtains. Good grief! They're abominable Bryan! No wonder you look so ill. By the way, who's the weird guy in the mask?

NIGHT WARRIORS
If you were to hold an imaginary conversation with your Saturn (can't believe we asked people to try this) what would you say to each other?! Mademoiselle Loo Nee Bin realyed this load of cobblers (to be read with a French accent): "Aah my sexy Saturn, let me slip your smooth shiny compact disc into your sleek body, let me caress your joypad and push zee buttons that bring you to life. I want to Street Fight with Alpha, I want to Battle with Toshinden, you turn my NiGHTS: Into Dreams".
What a sad life you must lead.

GENE MACHINE
What happened? This so-called PC CD-ROM work of gene-ius appealed to absolutely NOBODY. So, no winner...??? Oh well.

THANK YOU! OH YES!

The competition prizes each month are selected personally by us here at CVG and a couple of over enthusiastic boys who work as Acquisition Managers at HMV, Level One. These people play Tekken 2 and Duke Nukem all day when the boss is away, and phone us up at all hours to talk about Quake and SFA2! There's no stopping them. Anyhow, if there are any changes to this release schedule, IT'S NOT OUR FAULT! OKAY!



Multi-player videogames have always been some of the most excellent gameplay experiences you can get - ever since the day that Gauntlet introduced simultaneous four-player gaming to the world. With the advent of PCs and console link-ups, it's about to become a revolution... and videogames will never be the same again.

THE NET REVOLUTION!

In 1993, videogaming as we know it got a powerful kick in the ass, the ramifications of which are only just beginning to take effect. Before the landmark release that was id software's Doom, multi-player games were very limited affairs. Typically two players sat at the same machine beating away at each other in one-on-one combat games, or got together to fight the meanies in titles like Gauntlet, (shudder) Quartet or even Galaxian3.
So what was so great about Doom? Well apart from the landmark visuals and isolation from other players (finally your opponents couldn't see what you were up to), it had the distinction of playing totally differently from the one player version of the game. Rather than rely on samey computer intelligence or randomised nonsense, the gameplay arena was shaped by what a bunch of humans did. To each other. With large high-calibre weaponry. The other thing going for it was the number of player involved. The original Doom coped with four players only, but it was still amazing. Every game was different. There was always a new challenge. It was a warzone and only the greatest gamers survived.

THAT WAS THEN...

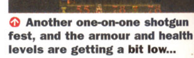
There was only one problem with Doom. For starters, you needed a fifteen hundred quid PC to play it on and secondly, you needed an IPX network to hook up with other players. That kind of kit comes to about £6,500 - limiting Doom at its best to large companies that used that kind of kit. However, it shaped the future of multi-player games because the powerful people in the software industry did have access to that kind of technology.

THIS IS NOW...

The rampant popularity of Doom set up the parameters for the ultimate multi-player experience - awesome 3D visuals, a player with their own machine and screen, plus unparalleled gameplay which rewarded good players by humiliating the bad ones. What PCs could do in 1993, the consoles could do now, albeit on a much smaller scale. Hence the arrival of PlayStation (and Saturn soon) Doom, which brought quality multi-player gaming to the masses.



Armour up and take on anyone in close-quarters combat. The double-barrel shotgun is best here.



Another one-on-one shotgun fest, and the armour and health levels are getting a bit low...

However, the PC continues to blaze the trail. Kali is a system designed to let the Internet behave like an IPX network. Basically any networkable game can now be run from the home without the expense or the hassle of lugging your equipment about. The global aspect of the net can slow things down badly, hence the arrival of direct dial-up systems which are no different at all from normal IPX play.
Most exciting of all is id software's Quake. A game designed to be able to network with anything - direct link, modem, IPX, Internet. You name it, Quake does it. And it's also the best *game* as well, the perfect marriage of high-tech and good old fashioned gameplay.

THE BIG QUESTION

When we moan to companies about their new console games not being multi-player, the stock response we get is: "no-one can be bothered carrying a TV and a console round to their mate's house". Or: "multi-player is only played by journalists". Whilst this is clearly rubbish when talking about PC multi-player games (thanks to the Internet and modems), does it really effect console owners that much? Do you guy lump your PlayStations around your mate's to play Doom? Or is it really all a waste of time and programming? Write into CVG's lovely letters page now.

THE BOTTOM LINE

If you're a diehard gamer, you just can't ignore the multi-player gaming revolution that is going on out there and whilst you might get some enjoyment out of console link-up games, nothing can touch the PC for real multi-player



The rocket launcher can easily take out two or three foes with its blast radius.



The entrails haven't hit the ground yet, and two more frags have already occurred!



Shooting someone in the back is fun. Shooting two people in the back is... nasty.





Doom revolutionised the multi-player scene, with the sequel (Doom 2, pictured on these pages) taking the action to its next logical progression. The latest version, Final Doom, runs under Windows 95 and allows you to play over the Internet too!




Doom 2, level one. One of the greatest multi-player scenarios ever envisaged by man...



... Packed full of weaponry of devastating power. As this rocket launcher adequately shows.

action.

At the moment, we'd be the first to admit that this is out of the reach financially of most people. A PC that can run Quake well is expensive enough, but add in modems, phone charges and Internet bills and it quickly becomes a pretty exclusive club.

However, things are changing. The Saturn's going to benefit from a netlink and the multi-player action that comes with it and plans are still afoot for a PlayStation network that could see eight-player games!

The way we see it, you've got two choices. The first is to hang about and wait until it all becomes cheap or you can get off your fat ass and visit a CyberCafe! These establishments have all of the (expensive) kit set up for

CONSOLE LINK-UP ACTION!

Okay, so you haven't got the necessary sponds to kit yourself up with a top-end PC and internet connection. That needn't matter, as two of the three major console suppliers have designed their machines with true multi-player gaming in mind.

PLAYSTATION

The PlayStation's much vaunted link-up capabilities are excellent. Games like Descent, Ridge Racer Revolution and WipeOut are so much more fun when played with human opponents. However, the game that truly started the multi-player revolution - Doom - remains the best link-up facility you can get.

SATURN

Currently the console with the meekest of link-up capabilities, this is all set to change. Noted titles Doom and Hexen are on the way (and should make use of the link-up cable, which will finally have a reason to be released). Rumours persist of Virtual On using the cable to. A link-up cable is available in Japan, but only has one game using it (crappy old Gebockers).

Sega are embracing the Internet which should open up plenty more multi-player options and X-BAND (a modem connection) is heading for Saturn. Virtua Fighter Remix, Sega Rally Plus and the new Daytona all support it.

NINTENDO 64

Nintendo have a very definite image of multi-player gaming and it all comes down to using the same screen and the same console. This is the type of blinkered attitude that Doom was thought to have overcome when it first appeared on PC (ironically N64 Doom is single-player only). However, the costs (and hassle) of console link-up could well make Nintendo's limited solution (four players on one machine) the most popular solution.

QUAKE

The latest id software classic is perhaps the greatest networking game you'll ever have seen. It has been designed to play in any kind of multi-player environment whatsoever. And it's very easy to get to grips with too.

A bunch of players are thrown into the same level and the objective is simply to tool up on health, armour, ammo and weaponry and then blast the hell out of each other. Despite the apparent simplicity of the game, it's one of those games that you will never completely master. Like Street Fighter, there will always be someone with better techniques. That, coupled with the fact that these are human players you are battling, combine to make Quake one of the premier videogames experiences ever!

In any multi-player environment, Quake rules. For two players with a link-up cable (or over the modem), it's brilliant (although it can be limited). But where you really need to play Quake is on a network. Any kind of network will do, although for best results, an IPX net is best. Unfortunately, to play a decent four-player game of Quake you're looking at £4000 worth of PC equipment! Thankfully, the amount of CyberCafes opening up (see the piece later on in the mag) means that you can have access to this brilliant game for the minimum of cash.

The alternative to this IPX malarkey is to go for the Internet, which just about any PC owner with a modem and a phone socket can take advantage of.






A madman takes on The Master armed only with an axe (top left). The Master and minion catch a hapless red player in a crossfire in this red vs yellow team battle (top right). A rocket up the staircase catches a red in the cods (bottom left). The result is beyond doubt - victory for The Master OF COURSE (bottom right).

PLAY QUAKE ON THE NET!

If you've access to an Internet account, you can play 16 player DeathMatches too. The easiest method is to run Quake through Windows 95 and connect to your net service provider there. After that you choose one of the Quake servers dotted around the globe and get to it.

THE PROS: A near-limitless supply of opponents and games to choose from.

THE CONS: Internet response is slow if you're the average player with a modem. Even servers situated in the UK can be at least three times slower than playing a one-on-one link-up game. QuakeWorld (see the box) should change this.

PING PONG

Until QuakeWorld comes along though, it is possible to sort out your speeds to get a pretty playable game.Typically, speed is measured with a "ping" (type it any time at the console). The number you see next to your name is the typical response time between you pressing a button, that command being sent to the central server and the response returning to your machine. A ping of 350ms (that's about a third of a second) is just about acceptable and any Internet account can handle this when connecting to UK or some European servers.

Some Internet service providers are setting up their own members only servers. Well, two actually. CIX is an on-line service currently promoting their Quake server. This provides super-fast response (a ping of around 150ms can occur), but unfortunately with CIX you get charged 4p per minute, equating to £2.40 per hour!

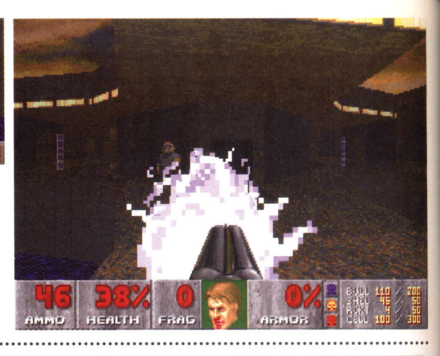
We would recommend setting up a U-NET Internet account. They have two dedicated servers (which will increase with demand) and you can



↑ More Doom 2 action. As a one-on-one game, it's probably...



↑ ... better than Quake, but not half as good in true multi-play.



→ This is the third stage from Doom 2. Yet again, it's amazing with two players fragging the sorry asses off one another.

you, allowing you to finally experience this most exciting of games experiences!

You might think that you've seen it all, but take it from us: nothing (repeat nothing) can match the adrenaline rush you'll get from running around brilliant 3D environments, letting 15 other people have it with a variety of amazing weapons. It's brilliant!

YOU MUST PLAY NETWORK QUAKE!

HERE'S HOW!

Network gaming is the future - there's no question about it. CVG would just like to add that although link-up gaming on the super-consoles is fun, it's *nothing* compared to a Quake 16 player DeathMatch! Unfortunately, it's a bit out of the reach of the average gamer... until now.

Numerous "CyberCafes" are springing up across the country, all of which feature Pentium PCs networked up with all the brilliant PC games on their hard-drives. Usually that includes Quake. For around a fiver an hour, you can participate in the most intense gaming experience ever. We guarantee that after your first DeathMatch, you'll be a quivering wreck! If like us you're more used to the conventional console style of multi-player game, we guarantee that your experiences with DeathMatch Quake could well redefine your gaming standards.

FREE HOUR OF NETWORK GAMING!

These CyberCafe establishments are all the rage these days, and one of the newest and best is Shoot 'n' Surf, located at 13 New Oxford Street in London (nearest tube stations: Tottenham Court Road and Holborn). What's more they've teamed up with CVG to come up with this offer. Simply take along this copy of CVG to Shoot 'n' Surf and you'll get two hours of network gaming for the price of one on your first visit. So that's a saving of £5.00 then, which can't be bad. If you want some extra details, let your fingers do the walking: telephone **0171 419 1183**. And don't say we never do anything for you.



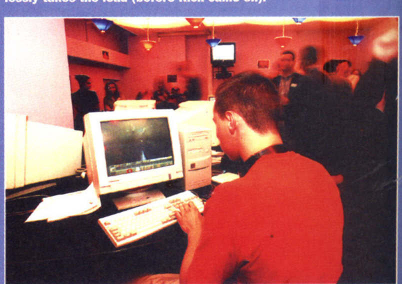
↑ CVG contributors Dan Jevons and Rich Leadbetter battle it out to the amusement of the young lady. Did someone say "plant"?



↑ Note the horrific look of smugness on Dan's face as he effortlessly takes the lead (before Rich came on).



↑ A look of grim determination on the face of the man Jevons, as everybody else consumes the free beer at Shoot 'n' Surf's launch.



↑ CVG hero Jaime Smith takes the controls and proceeds to type in "funny" messages rather than actually kill any one.

PHOTOGRAPHS COURTESY OF MARK HERMAN

GREAT MULTI-PLAYER GAMES

Since the early eighties, multi-player games have been some of the most phenomenal experiences you have can have with your PC. Some of the later games like Duke Nukem, Quake and Doom are either out (or will be out) on the consoles.

MUD
A simple text adventure with multi-player action. Amazing for the time. The great granddaddy of all multi-player games. Text adventures still exist over the Internet now. Hundreds of them in fact, based on anything from Marvel Comics to Star Wars. The lack of graphics and immediate action is offset by the increased imagination and accessible action. Some of these games have almost developed into worlds of their own, increasing in mythos and size as the years have progressed.

FIREPOWER
Back in 1988 when the Amiga first came out, Firepower supported split-screen, link-up AND modem! Surely this was the first such game? Firepower spawned Return Fire, which stripped out a lot of the multi-player bits. Boo!

POPULOUS
Bullfrog have always been into multi-player games, and this God game was brilliant with link-up. Destroy your opponent's followers by levelling his land, striking them down or creating huge volcanoes... until they're all dead. Most amusing.

FALCON
One of the first simulators to feature link-up. Spectrum Holobyte later produced the Electronic Battlefield, where you could ride a tank in one game and go up against your mate flying an aeroplane in another.

AIR WARRIOR
The first on-line simulator. A simple aerial dogfight played out first over modem dial-up and then with the aid of the Internet.

DOOM
The game that revolutionised it all. As the main text will tell you.









ZERO TOLERANCE
A Doom clone for the Megadrive. Not too great at all, but did have its own link-up cable (via the joypad ports). The only game of its type for the 16-bit machine, this represented the first real attempt to bring Doom to the mass-market.

COMMAND AND CONQUER
With the aid of Kali, playing C&C over the Internet was a brilliant tactical experience. Newcomer Warcraft 2 is also proving immensely popular.

DUKE NUKEM 3D
An IPX only network game, but with Kali you can play this over the net as well. Surpasses Doom's multiplayer action with double the amount of players and weaponry. Plus better graphics too. Like Doom and Quake, an unmissable multi-player experience.







Once the Quake level is complete, a full list of rankings is displayed as the next stage is loaded. In this six-player DeathMatch, it would appear that (once again), The Master is victorious with a crushing nine frag lead!

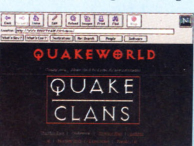


The key to net Quake is to prioritise. Weapon first (in this case the chain nail gun) followed (very swiftly) by armour. Then run around in a frenzy killing people. Armour is actually more important than health as it wears down at a slower rate.

stay on-line for as long as you like with a once-monthly payment of £12 (plus VAT). Contact U-NET on 01925 633144

ID INTRODUCE QUAKEWORLD!

id software have realised that Internet Quake (although awesome fun) is not all it could have been but lead programmer John Carmack has plans to change all of that. QuakeWorld is the name of the new net Quake code id are working on. So what's the deal? To begin with, the slow response from the net will be worked around meaning that the game should look and move just like the single-player game. There will still be some delay (noticeably when firing at opponents), but it will be tons better than it is at the moment. Secondly, every DeathMatch player will be part of a global community. Every frag will be logged at id's central server and from that, information (such as top ten players in the world, best frags per minute score, longest uninterrupted game) will be made available to all players. It won't be free, but currently id is talking about a low ($10) one-off amount. Quake Internet is pretty awesome as it is, despite its faults. With the introduction of QuakeWorld, it won't be that much different to playing on a dedicated network! QuakeWorld is currently in the final stages of coding at id. More details next month.



id are already advertising QuakeWorld on their web site.



Gatecrashing a one-on-one battle and killing everyone.



PC CD ROM	3D SHOOTING	BY id SOFTWARE	• PRICE £44.99 • NO OTHER VERSIONS AVAILABLE • N64, SATURN AND PS VERSIONS PLANNED • STORAGE 1 CD • PUBLISHED BY GT INTERACTIVE TEL: 0171 258 3791
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You may think that video games ended with *Super Mario 64*, but that's only the beginning of the revolution. Chapter two: *Quake*!




It's not a good idea to use the rocket launcher at this range!

HIGH FIVE! HIGHEST CVG RECOMMENDATION



The shareware version of *Quake*, reviewed in the last issue, has caused a storm already. But those of you thinking that you've just got the best game ever for free are wrong – the full version is far superior! You NEED the CD for the amazing sounds, you NEED the six excellent deathmatch levels, you NEED to be able to run the home-made patches, and you NEED the awesome three final episodes! You know what? You NEED this game!




SIX OF THE BEST!

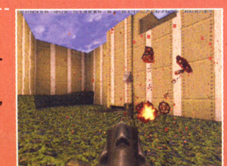
Anyone who plays *Quake* in multi-player and thinks that the shareware version is enough for them is wrong – these deathmatch levels are essential! The first three are slightly edited versions of the *QTEST* levels, and the next three are totally new – created especially for deathmatches!



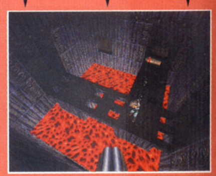
The first *QTEST* level, now named The Place of Two Deaths, is good for just two players as it all loops around to the main dungeon room here. There aren't many weapons in it – just the Nail Gun, Super Shotgun and Grenade Launcher.



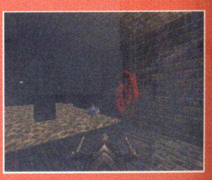
The second level has actually got a new section, added since the *QTEST* version. There are also more power-ups including the Quad Damage to use. As before, there are switches to drop other players in the lava or to crush them in certain rooms!



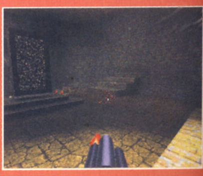
Does this look familiar? It's the outside section from The Abandoned Base – one of the original *QTEST* deathmatch levels! The water is dirtier than before, making it easier to hide there! This level's best for at least four players – it's amazing with 16!



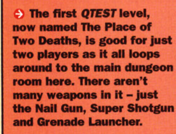
The fourth deathmatch level not only has the best CD track of the lot, it's also one of the most fun. There's a lot of lava, so frags can easily be knocked off by running around carelessly. Also, there are lots of ledges, leading to plenty of sniping fun!



This underwater section in The Cistern is great. If you get the Pentagram of Protection and the Lightning Gun (which are right next to each other), then jump in the water, you can fry everyone else in there with you in a single shot! There are also long corridors running around the perimeter.



This level is one of our favourites, as it's got every weapon, lots of hiding places, and almost every route ends up in the middle. There's also a Ring of Shadows for extra comedy! Here, someone's gone invisible, meaning that you have to shoot at the floating eyeballs! Nasty!



...THERE'S MORE!

As we expected, *Quake* editing has taken off already! It's now possible to pick up brand new levels created from scratch – though these are still a bit basic as a simple level editor has yet to be released. There are also some incredible patches available to give the player new abilities, weapons, modes – just about everything! Here are a few of our favourites:



GRAPPLING HOOK

The axe now fires an elastic rope of nails with a spike on the end which sticks to any wall or ceiling, then pulls the player in at high speeds! This means that you can swing across pits, hang from the ceiling, and reach areas which would usually take ages to get to! And in deathmatch mode it changes the style of the game totally, as players swing around levels, attempting to catch each other on the end of their hook!



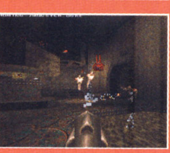
AXE OF COMMANDMENT

This excellent patch turns the axe from being an offensive weapon into a magic tool which converts any monsters touched with it into friends! Once someone has joined your team, they follow you about the level until they spot an enemy – then they attack! It's great fun to have a gang of Grunts and Rottweilers following you around the level, only to have them run on ahead and wipe everyone else out! Awesome!



HOMING MISSILES

The homing missiles are unfair, but great fun! The missiles move slower than usual, then lock on to a bad guy and fly straight to them – even round right-angles! Once they hit, the target explodes in an even bigger shower of guts than usual!



MORE TEXTURES

This is a collection of textures which the player can switch between at any time, changing them into the Terminator, a Stormtrooper, Henry Rollins, Captain Picard, and more!

There are also patches to make powerups turn players into Fiends; a gun which fires heads and other body parts; pipe bombs, proximity mines, grenades which fire nails when they explode – absolutely anything is possible with this game!







WHAT'S THIS? IT'S GOT A GOOD BEAT!

Another thing that you can only get if you buy the full registered version of *Quake* is the Nine Inch Nails CD soundtrack to go with Trent Reznor's other masterpieces – the *Quake* sound effects. You may have expected lots of noisy, heavy music, but it's actually some of the most awesome ambient noises ever in a game! Most of the levels have droning noises, interspersed with strange effects, rumbles and screams, adding loads to the atmosphere of the game. In fact, it makes everything far more creepy than ever! Whatever you do, make sure you get this CD version as the game's just not the same without it!

IT'S A GODDAM REVELATION!

Last month we awarded *Super Mario 64* a brand new accolade – the CVG Revelation – for being such a landmark in terms of quality video games. We also said that it was unlikely that such a revolutionary game would ever come along again, but we were wrong. *Quake* has not only set an incredible example of 3D graphics, but has also rewritten the entire script on multiplayer games. And *Quake* also shows us the real future of video games with its revolutionary world-wide Internet capabilities, so we are awarding the Revelation again. Don't let anyone tell you that this isn't one of the best times for video games ever.







The Enforcers are cool. There's already a patch available to give you their blaster gun!

COMMENT

What *Quake* offers is far greater than just a game. It's a truly immersive experience – starring yourself in a totally escapist environment. And if it doesn't do what you want it to do, then make it. This game can be shaped anyway you want and I can't wait to see what people make it become. Yes, I still love (and play) *NiGHTS* over any other game, and *Mario 64* is unlike anything seen. But *Quake* offers the greatest 'game engine' ever made. Perhaps I should describe it as the best game yet to come...

TOM GUISE

REVIEWER

If I wasn't writing about this game, and I was instead telling you about it in person, I'd probably fall over and start crying about now! It truly is one of the most incredible games I've ever experienced – it's a revolution! Not only is the one-player mode magnificent – featuring possibly the most incredible graphics of all time, *Mario 64* included – but the multi-player mode is probably the best video games experience of all time! To be playing in a 16-player deathmatch with people from the USA, Sweden, South Africa, and all over the world just from your bedroom is amazing! You can make friends and enemies, play seriously or just type insulting messages – you can really be yourself! Then there's the small point of *Quake* being the most customisable game of all time, leaving players to do just about anything they want to the graphics, sound or entire gameplay engine! Of course, many people are only going to play the game in one-player mode, which is no bad thing at all – the sound effects and amazing CD "music" compliment the amazing levels perfectly – and don't forget the wealth of new levels and modes which are entirely free once you've bought the full game! It's not often that a video game is good enough for us to recommend that someone buy a console simply for it, but *Quake* is so incredible that you really should do your best to get a £1,000 PC to play it. It's worth selling all your other games for.

ED LOMAS

HIGH FIVE!



RATING

***Quake* isn't just a PC game – it's THE game, full stop. It revolutionises video games, as well as being more fun than anything else.**









PC CD ROM | ACTION STRATEGY | BY BULLFROG | OCT RELEASE | 1-8 PLAYERS

• PLAYSTATION AND SATURN VERSIONS AVAILABLE
• NO OTHER VERSIONS PLANNED
• STORAGE 1 CD
• PUBLISHED BY - EA
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In *Quake*, you don't know what's lurking around each corner. In *Syndicate Wars* the true danger is seen from a bird's eye view. We're not sure which is worse!



Save the storyline for later. *Syndicate Wars* has been a long time coming and we expect there are people reading this who have been revisiting the original of late, just to revitalise those reflexes and sharpen that steely nerve. For many who are familiar with the visceral, yet coolly intelligent gameplay of Syndicate, this release is every bit as significant as Quake. You might scoff. You might also want to try your hand at the game – it's very special indeed.







Purge the streets of the opposition's agents!

SO! LAUGH AT MY BOOTS WOULD YA!

ARE YOU SITTING COMFORTABLY?

To *Syndicate Wars* the plot is crucial. Failure to grasp the thread could find you out of it in no time at all. 95 years have transpired since the events in the first Syndicate, and that time lapse has forged some interesting developments: Chips placed inside the heads of the mass population have begun to malfunction, with citizens waking up in shock to the horror of their surroundings. This is no accident, and can all be explained as follows:

THERE IS ANOTHER

Whoever the player chooses to side with, there is a common enemy, in the form of the tenth scientist who escaped insanity at Reykjavik. His name is Vissick, and he is now the leader of a renegade biker gang called the Unguided. Kind of Greenpeace ideals, without the humanity.

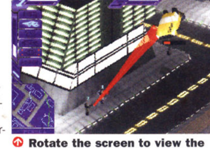
CHURCH OF THE NEW EPOCH

Secret experiments with mind-expansion techniques in Iceland had an adverse affect on nine of the world's top scientists involved. They became hyper aware of the oppressive nature of the Syndicate's despotic regime, and sought to come against it. So they formed some kind of religion, using their insane new intelligence to create a new technology for weapons, and post a computer virus to crash the Syndicate's control network.

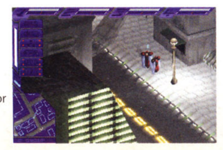


BASICALLY

Surely even Bullfrog would admit that *Wars* requires advanced manual dexterity and incredible wit to survive. To control, players use the mouse to scroll around the city scapes, pointing and clicking on areas to direct their posse of agents. One fundamental option selects individuals or groups of agents to direct, and each agent is assigned their own equipment, which also needs monitoring. To keep track of them as they move from target to target, the keyboard is used to adjust the viewpoint, so that the squad never becomes obstructed by architecture. There ought to be a special strap-on tea mug invented for use while playing this game!



Rotate the screen to view the cool action behind this building.





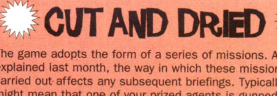
THE SYNDICATE

If the Syndicate can rehabilitate the COTNE leaders they can restore order. They have their own high-end technology to work with, enabling more than adequate weapons research labs. Players begin the game as a Syndicate leader, managing their initial missions, and putting into research new weapons and modifications to agents themselves. Unbeknown to the Syndicate, however, they have a COTNE double-agent within their midst.



REVIEW | SYNDICATE THE CORPORATE WARS | PC CD ROM

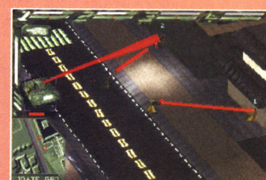




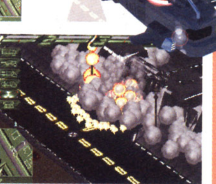
CUT AND DRIED

The game adopts the form of a series of missions. As we explained last month, the way in which these missions are carried out affects any subsequent briefings. Typically this might mean that one of your prized agents is gunned down during a recce, but twists in the plot can be much more complex and far reaching. It feels real, though there is obviously some kind of pre-ordained ultimatum.

The Syndicate versus the Church of the New Epoch. It's important to save as many agents as possible to progress.



Success breeds power. Later in the game vehicles become available, making it so much easier to annihilate weak scum.



Explosions like this shake the floor. Look awesome too.



Here you're looking at members of the church laying waste to a car.

WE CAN REBUILD HIM

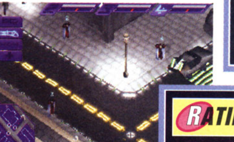
Once agents have returned from a mission, hopefully they will have retrieved either a) loads of cash, or b) interesting devices - usually weapons. These are applied to the development of your agents either through buying in more technology, or researching it yourself. Savvy players usually resist the urge to hand over cash for items which, through studying the mission briefing, they expect to recover from the field.



Flamethrowers aren't standard issue. You need to research this kind of weapon.



'Bank Jobs' are fairly well paid, insofar as gathering the smokey loot is concerned.



REVIEWER

First of all this is not an easy game. Straightaway the controls tell you that Wars is not for the joypad fraternity – it's a PC game in essence and execution, meaning you need to be comfortable with advanced controls. No way is this a bad point, just that I don't expect the average NiGHTS player to get the hang of things too soon! Once everything comes together (doesn't take long) the experience is awesome. It's a unique thrill being in direct command of agents, while considering the bigger plan. In the midst of a street battle, the attention is focused directly on the immediate surroundings. And this life or death situation is scary. Above that though, the scale of the mission objective is what really drives you on. You want to be more sussed than the opposition. There is a definite need to make it back to base safely to savour the rewards. In a dark and very mature way, Bullfrog have nailed the essential ingredients of great gameplay right on the head. My only reservation is that it may prove inaccessible to fun-seeking, casual players.

PAUL DAVIES









An intense strategic shoot 'em up, which almost defies description. Another Bullfrog masterwork – a must for all hyper-dexterous players!




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Now it is beginning of fantastic story!! Let's make a journey to the cave of monsters! Good luck!

BUBBLE BOBBLE AND RAINBOW ISLANDS

That's the gibbering nonsense that greets us as we enter the fruit and nutty world of *Bubble Bobble*. Retro games may be popping up all over the shop at the moment, but unlike some of the more obscure (and rubbish) works crawling out of the gaming spawn pool, the *Bubble Bobble* games are definite classics that people have been crying out for. And now they're here (bar *Parasol Stars*), perfectly reconstructed. So come on, let's do as the man says and make a journey to that cave of monsters!



BUBBLE BOBBLE

The original bubbling classic. It looks basic, but then it always has. The aim is simple. Controlling little dinosaur Bub (and his brother Bob if there are two-players), you have to leap about a single-screen level and wipe out all the baddies. To do this you just blow bubbles, trapping the monsters in them. They then float to the top where you can burst them for points, scattering goodies (sweets, cakes, jellies etc) about. Collect these for yet more points and move onto the next level. Again and again and again until you are dead! Or until you've done a hundred levels.

RAINBOW ISLANDS ENHANCED

The package also contains an updated version of Rainbow Islands. Thankfully, the gameplay has been left untouched. The graphics however, have been neatly spruced up with better colours and resolution, making everything look even sweeter!

BUBBLE BOBBLE 2: RAINBOW ISLANDS

Clearly the better of the two instalments, some would even claim this is one of the best games ever made. Even now it remains highly inventive and brilliantly entertaining. Controlling Bub (now turned human by some inexplicable magic), he has to reach the top of a series of vertically-scrolling levels. To do this, he creates rainbow bridges which he can walk over. These bridges are also his weapon – either hitting baddies to yield goodies (cakes, jellies, turnips, beer etc) or trapping them underneath, where Bub can break the rainbow, releasing a power-up. Getting to the top of a level is fairly easy if you avoid most of the treats and baddies – but gaining the skill to collect all the goodies, and turn the baddies into power-ups (eventually revealing secret islands), is what makes *Rainbow Islands* such a great game.



Eight islands, plus two secret ones.

This is Horror Island.



Here, Bub has gained the power to produce two rainbows.



On the fourth stage of each island, you face the boss!

REVIEWER

Although I can remember them pretty clearly, I never really played either *Bubble Bobble* or *Rainbow Islands* much in any of their earlier incarnations. However, the lasting appeal of them – especially *Rainbow Islands* – is clear to me. In fact, Megadrive *Rainbow Islands* is still played by people in the office. So, while *Bubble Bobble* is a fun and diverting game, it's the *Rainbow Islands* conversion (or better still, the enhanced version) that makes this package so welcome. Even by today's standards (or maybe because of them), *RI* proves to be a fresh, superbly addictive and highly challenging game. Many PlayStation owners may not think *Rainbow Islands* is their cup of tea. Fair enough. But if you hanker after some genius gameplay, this is more than a nostalgia piece – it's a classic.

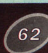
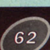
TOM GUISE

RATING






Rainbow Islands is the star here. And it proves that a brilliant game is always a brilliant game. Excellent stuff!



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Everyone's favourite gun-toting psycho returns to the PC for one last tour of duty. Ladies and Gentlemen, I give you ...

FINAL DOOM

With the gib-tastic *Quake* currently crushing all opposition in a situation not dissimilar to a Godzilla/Tokyo interface, it's fitting that GT should choose this month to bring to a close the chapter in gaming history that is "*Doom*". PC owners have been enjoying the delights of id's seminal 3D blastathon since 1993, and in the four years since then we've seen a number of official add ons (*Doom2*, *Ultimate Doom*, *Doom: The Master Levels*, *Doom '95*) along with countless homebrew 'wads' and patches. Now both amateur and professional designers join together to write the tombstone for one of the most influential games of the decade.



Carumba! Loads of Revenants at once!



Uh-oh! It's an Arch-Vile and he's blowing you up!



Look! A new texture on that block on the left! Wow!

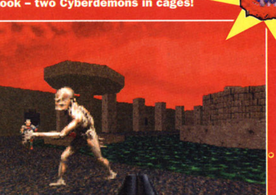
GOING OUT WITH A BANG!

Final Doom contains two all new 32 level episodes for you to battle through - Evilution and The Plutonia Experiment. That's 64 new levels in total! Both episodes feature a mixture of levels contributed by both professional level designers and amateur *Doom* fans. Though, to be honest, you'll never notice the difference. *Final Doom* features some of the most attractive, fiendish, and innovative *Doom* levels we've ever seen – and we've seen 'em all!





This is The Plutonia Experiment. Look – two Cyberdemons in cages!



This is Evilution. There are loads of baddies, along with Arch Viles! Aaargh!

WINDOOM '95!

One of the more interesting features of *Final Doom* is that it comes complete with *Doom 95* for use through Windows 95. While many gamers (including us) tend to avoid Microsoft's resource-sucking GUI like the plague, but for once there is an incentive to boot up Gates' money spinner. Provided you own a Pentium, *Final Doom* can be played in 640 X 480 resolution for the ultimate *Doom*ing experience. Check out those Cyber Demons in hi-res! Also *Doom '95* provides full support for internet play, something previous versions of *Doom* have sorely lacked.









REVIEWER

This is a hard product to review. *Doom* is, was, and always will be a classic game, no matter what format it comes in. However, two large obstacles stand in *Final Doom*'s way. Firstly, *Quake*. Corridor games have moved on since 1993, and while *Final Doom* is still great fun to play, you'll find yourself looking for the jump button or mouse look option. Secondly, why would anyone want to pay for the privilege of 64 extra levels when there are literally thousands available on the internet for free? Admittedly, these levels are about as good as it gets, and the Windows 95 angle does add a new dimension, but the question of value for money still arises. If, like me, you still love *Doom* and can appreciate a brilliantly designed level, then it's money well spent. Otherwise... *Quake* awaits!

DAN JEVONS








Here lies the remains of Doom. He fought well and died in battle. May he rest in pieces.



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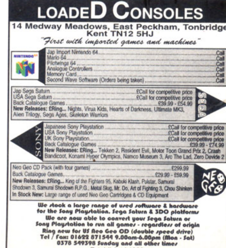
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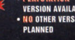






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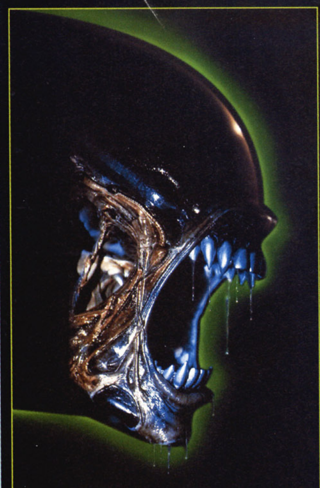






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Just when you thought it was safe to have boiled eggs filled with spiders again, *Alien Trilogy* comes along and puts you right off.

ALIEN TRILOGY

We'll have no more moaning about Saturn owners not having any *Doom*-style games for their machine anymore. Last month, Saturn *Exhumed* appeared and it was completely excellent. In the very near future we've got *Hexen* and *Doom* itself, with id involved in the conversion of the latter. And this month *Alien Trilogy* finally arrives. That's right, the hugely-successful tunnel-exploring, gun-toting formula of *Doom*, backed by the combined might of the three Alien movies. The thrill of experiencing the chilling onslaught of xenomorphic scum, just like it was in Aliens. PlayStation owners loved it, Saturn owners wanted it, and now they've got it! Let's rock!

THE ALIEN EXPERIENCE

If you're reading this review with avid interest, you've surely seen the movie Aliens. In which case you probably have an idea in your head of what this game ought to be like. Dank dark corridors, motion detector bleeping as dots close in. Then a salivary sound above as shadowy figures drop to the floor, before the staccato sound and strobe-like flash of a pulse rifle rips into the squealing aliens. Yeh, that's how it should be. So how close is the game to the movies?


Living humanoids prawns. Yes, they were in the movies.


Blocky walking pumistones? Not in the movies.


Exploding ketchup satchets? In the movie lunch scenes.


Boring, empty tunnel scenes? Yep, Alien 3.

THE CORRIDORS

Well, there's no problem in the corridor department. *Alien Trilogy* is completely made up of authentic shadowy tunnels. The game combines the three films into one big game, starting in the colony base of Aliens, moving onto the prison camp of Alien 3 and rounding up at the alien ship of the first film. But since all three films were made up of dark corridors, so all the game's levels are too. Different textures, same lighting conditions. There's also areas lifted straight out the movies. The map room from Aliens and the dead pilot chamber from Alien feature.






Shadows? Check! Tunnels? Check! Okay, move along.


Ohmygoddamntarnation! Lights in these shadowy tunnels.


I know Tom Guise is hiding around here somewhere. Christ, he's above. Look, there's his prolapsed bowel hanging down!


Ha, this guy doesn't stand a chance against me with my TV shaped head and hand growing out of my chin.

THE WEAPONS

Fortunately the weapons are authentic to Aliens, not the other two. Otherwise you'd be hacking away with hatchets and cutlery. Starting off with your standard issue pistol, you should locate the shotgun as soon as possible. Next up is the flamethrower and, of course, the pulse rifle is in there too. Adding to your armaments are various grenades. However, unlike in Aliens, you can't just fire willy-nilly at everything around. Strategic use of weaponary is essential – from using grenades to blowing holes in certain walls, to making sure your more powerful guns aren't wasted on facehuggers.






THE MOTION DETECTOR

Primary tension-inducing prop from Aliens, the motion-detector sits on the bottom-right of your screen at all times. If you're expecting it to start bleeping rapidly though, with multiple tracers moving around on it, you're gonna be sorely disappointed. In fact it seems to only have a three metre range, as blips only appear when you can actually see the alien near you. The only time you really use it, is to tell you which side of your body a face-hugger is scuttling up. Completely useless.


Okay...


I've got me detector.


Yoiks, there's a blip.


Ooh, it's closing in.


20cms and closing!

It shows up anything.

Aargh, except eggs!

Scream, a skindiver!


No blips on my detector.


Nope. I'm quite safe.

THE ALIENS

Yep, the box you've been waiting for. The one which is going to tell you all about the super-fast scuttling insectoid creatures that leap spider-like from wall to wall, snapping out with their probiscus jaws. Except they don't. Picture instead, grey blokes in costumes, staggering lethargically around in a vain attempt to lash out at you. Four simple hits with a shotgun does the trick. Later on, you get the dog aliens and, as a nice treat, the Mother Aliens. But, although tougher, they still pale in comparison to their movie-counterparts. Perhaps they're based on the guy in the costume from the Alien Wars thing at the Trocadero. Anyway, providing a much greater challenge are the human agents and samurai androids, who never appeared in the movies.









Well, there he is. The hardest enemy of the lot. He's called a Samurai Robot. Sammy the Samurai Robot.



REVIEWER

I've always liked *Doom*. In fact, when the first shareware version came out all those years ago, it appealed to me because of its similarity to Aliens. So *Alien Trilogy* would seem to be just perfect. Well the idea might be, but the actual game doesn't quite match up to expectations. Graphically it's fairly impressive. The dark, moody scenery is very accurate to the movie. And all the sound effects are brilliantly authentic too. It's just the aliens that are a let down. Instead of scaring the hell out of you, they just lope stupidly around, waiting to be shot. It' s only when there's more than one enemy (and in general, the tough ones aren't even aliens), when things start getting troublesome. But that's more annoying than exciting. I don't think *Alien Trilogy* has as much tension or entertainment value as *Doom*. It's not bad by any means (and if you're curious, it's near identical to the PS version), it's just not as great as it could be.

TOM GUISE




RATING

An atmospheric and enjoyable 3D shooting game, but it isn't as good as a 3D Aliens game really ought to be!





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This isn't a platform game. It's not a shooting game either. And you couldn't really call it a racing game. Nope, it's *Kirby Superstar*, giving just about everything his best shot.

KIRBY SUPERSTAR

You know the main problem with platform games is that they're so predictable. So where they can't offer many surprises, the least they can do is show some signs of inventiveness. At its core, *Kirby Superstar* is a platform game – sort of. But it shares silicon with an almost equal share of alternative game styles, making lead character Kirby really live up to his title of Superstar. This is the hero who knows no limits, and can readily transform himself into just about anything his small stature allows. In a universe part created by the man who brought you *Super Mario* anything can, and does, happen.

CHOOSE A GAME - ANY GAME

Straightaway players have a choice of up to six game styles, which later extends to eight. The idea is to dip into any of them and just ENJOY. So that's what we did, and here's what we found them to be:





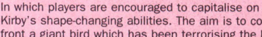
SPRING BREEZE

Exactly the same layout and enemy characters as Kirby's Dream land on Game Boy – with updated graphics and improved music. In addition Kirby has his new abilities and modified control method to make use of. So it's more fun, but still easy.





This boss, along with his pals, are all lifted from Kirby's first game Boy game.



DYNA BLADE

In which players are encouraged to capitalise on Kirby's shape-changing abilities. The aim is to confront a giant bird which has been terrorising the land. Only way to get there is by absorbing enemy power and solving small puzzles with it.



Only way to work this cannon is to become a fire-breathing kinda Kirby.

GOURMET RACE

Collect as much food as possible while trying to race King Dedede to the finish line. Hazards include troughs and ladders, with plenty of nifty cornering. Kirby can float to avoid some of the obstacles, but this slows him down. It's a lot of fun.



Use Kirby's ability to dash, otherwise he doesn't stand a hope.



THE GREAT CAVE OFFENSIVE

First of the eight games to make use of saving positions. You need them too. The basic idea is to explore the tricky levels, searching for treasure chests. After mastering Dynablade, players have a better idea of how to reach mystery areas.

Saving Kirby's progress is important if you don't want to be set back all the time.

MEGATON PUNCH

Is Kirby strong enough to punch a hole right through Dreamland? Find out by entering Track and Field style strong man contest, in which three separate gauges are used to focus Kirby's energy. See if you can spot the famous faces in the crowd.



Time each gauge correctly and Kirby strikes the block with earth shattering force!

SAMURAI KIRBY

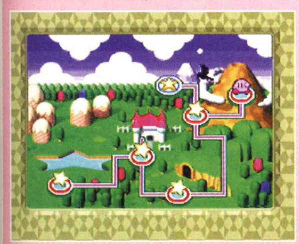
How strong is your power of concentration? Pretty bold, eh! Well wait till you've matched that foolhardy will of yours against Dreamland's master warriors. Watch the sunset until you see an exclamation mark, then press any button. Hiii-eahh!



Choose from Beginner, Novice, or Expert contests. King Dedede gets much tougher.

KIRBY ABROAD

As well as secrets found within the levels, there are whole secret levels to be found too. Most notably in Dynablade, where Kirby's main objective is to exploit his many abilities. If the player is clever enough, this is the kind of reward to expect.



The star within that blue circle is the special bonus area. Loads of secret power-ups await!

DON'T TRY THIS AT HOME

Kirby's ability to change form goes bananas in this Super NES collection. Also some of the more basic controls have been modified to iron out minor frustrations: instead of pressing up to inflate, players need to tap jump while he's in the air.



Sometimes icons appear which transform Kirby instantly.



The sword works well with a number of techniques.



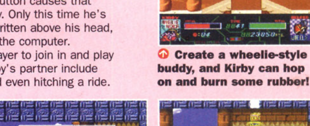
This rock power adopts a number of amusing forms. A statue of Kirby, for example.



Freeze the enemies into ice blocks then push them at their scummy mates.

KIRBY AND FRIEND

However easy skilled players might find the game, it's still worth taking advantage of Kirby's willing assistants – if only because they're so ingenious! After absorbing a foe's magic power, pressing a button causes that enemy to burst out of Kirby's body. Only this time he's on your side. Usually he has CP written above his head, meaning he's being controlled by the computer. However it's okay for a second player to join in and play as him. Other neat tricks with Kirby's partner include passing on abilities on the fly, and even hitching a ride.



Create a wheelie-style buddy, and Kirby can hop on and burn some rubber!



Look carefully and Kirby may find hidden rooms containing prizes.



Mr Saturn is a character from Hal's RPG called Earthbound (aka Mother 2).



One icon you don't want to collect is this which makes him fall asleep!

REVENGE OF THE META KNIGHT

It's a big fight to destroy a giant airship which is being used as a battle fortress. Here Kirby meets with a series of serious-looking bosses, like something you'd expect from Konami's Contra!




An amusing dialogue runs through most of this adventure.

MILKY WAY WISHES

What? You want us to ruin the entire game for you? Well we're not giving anything away, but here's a sneak peak at what to expect from the final no-holds-barred adventure in the game.



Hmm...some kind of shoot 'em up perhaps? This game has everything!

REVIEWER

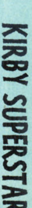
Kirby is remains one of may favourite characters because he is so versatile, plus his games always provide a lot of fun – they genuinely make you laugh. *Superstar* is typical of what you might expect from Nintendo's 'second-party' development team, Hal: odd-ball humour, and ingenious game design. You might wonder why such basic events as the Megaton Punch, and Samurai Contest are included. The simple answer is that they're a lot of fun to play. You'd miss them if they weren't there. Though I reckon the platform games are, once again, quite a breeze to get through, there's so much to figure out that keen players will want to keep plugging away. As ever the character design and stage layout is cleverly presented, and the variety in styles means you're not in a position to compare this with anything else in your collection. Assuming you still love your Super Nintendo, this is a game worth spending time with. But, yes, it is easy.

PAUL DAVIES

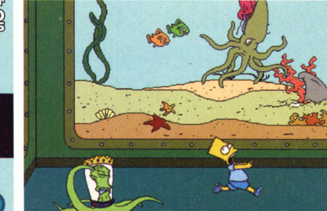


Brighten up your Super NES collection with this cunning assortment of fun games. Not so special as Yoshi's Island or DKC2 though.









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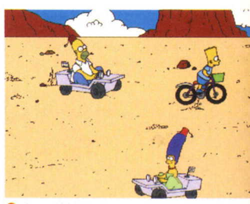
THE SIMPSONS CARTOON STUDIO

It's TV's longest running prime time cartoon series. And at $1.5 million per episode, it's one of the most expensive sitcoms around. It's also the hot favourite for funniest TV show ever made. It's the cartoon phenomenon known as The Simpsons. All about an inept, revolting, yet ultimately loveable family of yellow bug-eyed humanoids. Since its inception in a series of 20-second pre ad-break slots on the Tracey Ullman Show in America, it has rocketed to galaxy-spanning mega-proportions. It's aired in over 70 countries and the sheer amount of spin-off merchandising is, well, quite unreasonable. In January it arrives for the first-time on BBC1, and the whole Simpsons craze is set to explode again. *Guaranteed!* Don't you wish you were behind it all? Well, on a smaller scale, you can. Because *The Simpsons Cartoon Studio* gives you the chance to prove you could have thought up the whole idea! Coo-ooool!





A Trip To Hell (1996). Clearly a scene inspired by North By Northwest.



Cars (1996). Ed Lomas' long-awaited follow-up to The Aquarium.

HOW TO BE MATT GROENING!!

Yes, the grand chance to make your own Simpsons cartoon! Guaranteed to be funny, no matter how badly you do it (unless you're so unamusing, you can curdle the Simpsons humour). Here's how to make one in seven easy slices.

STAGE 1: LOCATION

The first step is to select some suitable scenery. There's a wide range of backdrops, from inside the Simpson's house, to hell, the moon, or just swirling patterns. Pick one and drop it in.



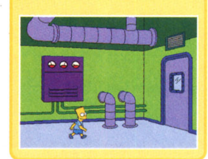
STAGE 2: A HERO

Choose your central character. All the main ones are there, with a huge selection of animation streams. There's loads of secondary characters too, performing perfunctory tasks.



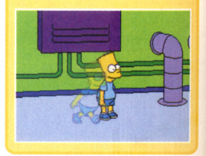
STAGE 3: ACTION!

Place your hero in the right place, hit the button and guide their path. Each animation stream is made of three parts – a beginning, middle and end – and any part can be cut or stretched to fit.



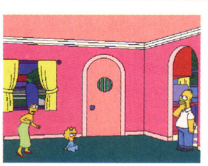
STAGE 4: CHOREOGRAPHY!

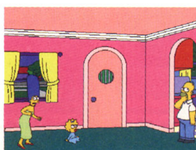
Blending different animation streams together is the key to a great cartoon! Go to the last frame of the animation, and lay the next motion over it. Drop it in and they join seamlessly!

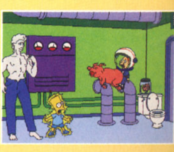


STAGE 5: PROPS

There's a wide range of items that can be added, to increase the realism of your cartoon. Furniture, food, fish, Simpson heads, ventriloquist puppets...







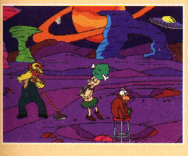
A Very Funny Cartoon (1996)

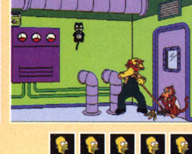
CARTOON TIME!

Just to prove how easy it is to make a top-notch matinee without a shred of talent, here are some of the celebrated movies made by the budding directors here at the CVG studios.

THE SWEEPER BY DAVE KELSALL

Occasionally a film comes along that far surpasses any other. That film is *The Sweeper*. Taken at face value, it is pathetically simple. Sweeper sweeps his way across the moon, collecting banana skins and monkeys. However, repeat viewings reveal a multi-faceted masterpeice. The perfectly-selected chase music, the meaningless kazoo sound the monkey makes, the bus bell that sounds as the sweeper leaves. Already it has inspired homages. A true masterpiece.

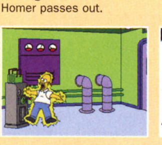


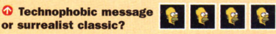


One of the film's most sweeping moments

A VERY FUNNY CARTOON BY MR. FINGER (AKA RAD)

One of the earliest movies, and all the more impressive because of it. The surreal plot sees Homer electrocute himself at work and return home to speak to Madge in Bart's voice. In its heyday (yesterday), the techniques employed were amazingly advanced, although they now seem very primitive. Where *A Very Funny Cartoon* excels though, is in its superbly synched dialogue, the likes of which have yet to be matched. Watch also for legendary swirling vortex scene when Homer passes out.





Technophobic message or surrealist classic?

STAGE 6: SPECIAL EFFECTS

Turn your art house production into a dazzling big-budget spectacular! Add waves to the sea, put bats in the kitchen, rain molten hail on the Kwik-E-Mart, fire death rays from Marge's eyes. Fab-u-lous!

STAGE 7: MUSICAL SCORE AND DIALOGUE

There's tons of speech (plus yelps, laughs, burps etc) for all the characters. Plus a multitude of soundeffects for all occasions. All the famous tunes can be cut together too, to create the perfect mood.



Go on Bart. Pick one of my many funny phrases, son.

A TRIP TO HELL BY THE TOMINATOR

On its release, this movie was a sprawling epic (clocking in at 463 frames, a record for its time). Principal Skinner runs off a cliff, falls into the sea, then hell, then gets up and waves goodbye. With its multiple locations, varied musical score and pioneering animation techniques, it's still incredibly impressive. However, other productions have since shown *A Trip To Hell* to be lacking in substance. A significant and memorable movie, but more a milestone than a classic.

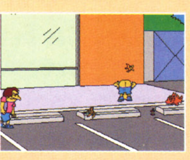


Previously unseen animation techniques and special effects made this a hit in its day (yesterday also).



BART'S BUM DIRECTED AND FIMED BY ED LOMAS ESQ.

In which Bart Simpson drops his pants outside the Kwik-E-Mart and farts out banana skins, starfish, butterflies and apple cores. Tension mounts as school-bully Nelson tiptoes toward Bart's exposed rear, but a graphic finalé is denied as the end credits cut in. Instead, excellent symbolism is used as a giant chocolate donut is munched and Bart's scream is heard. Hitchcockian brilliance!

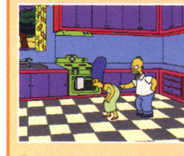




Each exiting item is accompanied by a popping sound!

FIL A PHIL DAWSON FILM EDITED BY MR. FINGER.

Proof that no multimedia package can be too easy for a moron, *Fil* is an prime example of movie making at its worst. Homer points at Marges bum, she cries out, they both vanish. After this, original footage featured Krusty arduously trundling along the bottom before laughing. However, this was cut in favour of a The End logo. Still unbearable though.



THE END

Some would say minimalist. Others would say crap.



REVIEWER

A package that gives you the chance to make your own Simpsons cartoons. It's a brilliant idea! It reminds me of when *Super Mariopaint* came in. Amazingly fun and easy to use, and the results are always hilarious. It's clear what a great laugh *The Simpsons Cartoon Studio* is, from the amount of people clamouring to make a movie. It's also staggering how impressive the cartoons you can make are. Unlike most PC 'toys' of this ilk, *TSCS* has a massive range of animations, sounds and effects, allowing you to really go mad. From early humorous scenes, we're now seeing more and more 'epic' movies being made. In fact, all I can think of right now is making my next blockbuster 'Invasion'. I'm also looking forward to the long-awaited follow-up to The Sweeper, and I hear a sequel to Bart's Bum is in the works. This is definitely an application anyone of any age will love. So much you want to investigate real animation. It's ace!

TOM GUISE



A completely excellent, absorbing entertainment package for the PC. You really can make great cartoons!





SEGA SATURN	RPG	BY ANCIENT
	SEPT RELEASE	1 PLAYER

- MEGA DRIVE PREQUEL AND JAPANESE VERSION AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE 1 CD
- PUBLISHED BY SEGA TEL: 0181 996 4620

The second scroll telling the story of Thor has been uncovered. It says "It's much better than the one on the Mega Drive".

STORY OF THOR 2

One of the things that puts most people off video game versions of Role Playing Games is the way that everything is so slow. Player characters normally need to move in turns, and fight in a similar way; but *Thor* plays more like *Zelda* – real-time movement and fighting. Only this time, it's been created by the team that made the original Mega Drive *Streets of Rage* games, and has therefore got a slightly more advanced fighting system than *Zelda.* And you know what? It's good fun as well.

PEEP PEEP. MY NAME IS LEON. PEEP PEEP. PLEASE HELP ME.

The introduction sequence shows how the player needs to help Leon help everyone in his world to get the evil silver amulet from the even more evil Agito. Thankfully, the nice Chief Ordan has the magic gold amulet from *Story of Thor*, which is returned to Leon at the start of the game. Get to it, bub!

A WARLORD'S WEAPONS!

There are a variety of weapons to be found in the game, and there are quite a few moves to be performed with each of them. The special attacks are pulled off in a similar way to fighting games, with double-taps and pad rotations used in conjunction with the attack button. More moves are revealed by sign posts and other characters as the game goes on, meaning that by the end, you can be a real master of your weaponry!

FEET OF DEATH

Leon doesn't always need a man-made weapon – he can also attack with his deadly plates o' meat!



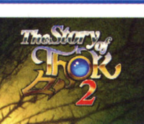


STANDARD DAGGER

The basic weapon is fine for use on early enemies, but isn't anywhere near as useful as the other weapons.





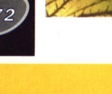


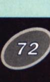












BOW AND ARROW

The bow is picked up early on and is useful for hitting unreachable switches and more dangerous baddies – like the bosses!





MAGIC ROD

This isn't so much a weapon as an item. The dashing strike can be used to crack open certain dead trees, and when powered up with magic, it can be used to alter objects and destroy enemies in one hit!





LONG SWORD

Found at about the same time as the third spirit, the long sword helps immensely! Its reach is good and it can also cause big damage!





EAT ME!

When baddies are destroyed, they will occasionally drop items for Leon to collect. Most of these are bits of glowing food, adding to Leon's health bar, but some are magic bits of grub – like Giant Ginger which makes Leon giant, Tiny Thyme which makes Leon Tiny and Super Pepper which makes Leon super. Their uses will become clear with time.





A SPIRITUAL EXPERIENCE

One of the more interesting features of the *Thor* games is that Leon doesn't recruit extra team members – instead he discovers helpful spirits of nature! These spirits stay with Leon and each have their own special powers and attacks. For example, Dytto the Water Spirit can heal Leon or other characters; Efreet the Fire spirit can burn objects and melt ice; and Bawu the Earth Spirit can eat just about everything or launch spores to attack!



















There are six of these spirits in total, and they all need to be found to get through the game properly.

REVIEWER

The good thing about the original *Story of Thor* was that it could be played by even non-RPG fans – normal people. In a similar way to *Zelda*, the player can move around in real-time, fighting people as they go with moves more like a beat 'em up, as well as having all the usual trails of an RPG. At the beginning of the game, there's always something to do – you just have to follow a series of simple clues and commands – but after a while it slows down. There are times where you need to do a lot of wandering and exploring, which is where the non-fans will start to get bored and the real RPG players will start to enjoy themselves. The whole game is fairly easy-going, and is a good blend of action and strategy, and there's also a fair amount of play in it. As an added bonus, the music is awesome – it doesn't always fit too well with the game, but it's amazingly good quality! Overall, highly recommended to the RPG clan, with an almost equal recommendation to everyone else.

ED LOMAS

RATING

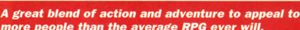








A great blend of action and adventure to appeal to more people than the average RPG ever will.







Finally, after months on the grid, *Formula 1* gets shown the green light! And it's go, go, go!

FORMULA 1

This is one of the most awaited PlayStation games for a long time – not least by us, as we saw the first version of this ages ago. Our long wait has been worth it as every version we've seen has been progressively better than the last, ending up with one of the most incredible PlayStation games for ages! It's an almost perfect combination: Excellent graphics and sound, expensive cars, Murray Walker, noisy music and very high speeds! Beep beep!

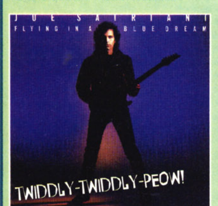






SATCH + STEVIE IN DA HOUSE!

As we keep telling you whenever we mention *Formula 1*, the music is brilliant! It features the awesome axe-grinding of the two biggest guitar-playing legends in the world – Steve Vai and Joe Satriani – as well as some excellent tracks by the in-house band, Overdrive. The ultra-fast rocking fits the ultra-fast driving brilliantly, and is a good alternative to Murray Walker's screaming. Also, the in-house music is almost as good as the Vai and Satriani music! Raaawk!



Here's Mr Joe Satriani's album "Flying in a Blue Dream". If you look closely at his hands you'll see that he's got fifteen fingers on each. (Lie).

MC MURRAY ON THE MIC!

Formula 1 racing just isn't right without the king of waffle – Murray Walker OBE – and thankfully he's here for the world to hear, adding loads of atmosphere to the races. He yelps the names of every driver, recites the race order, talks about each track, and goes insane when anything exciting happens, just as he does in real life! As in real life, he can drive you mad very quickly.

HMMM. WHO TO BE?

As the game's got an official license for the 1995 season, it features every single team and driver from that year; meaning that Johnny Herbert races for Benetton, David Coulthard races for Williams, and even Nigel Mansell's in his McLaren!










ONLY ONE OWNER. NO DOORS. 72 LAPS ON THE CLOCK

The team cars are all correct to the real things – the graphics models are created from actual team blueprints to make them extra-accurate. This means that they are all slightly different (like the McLaren with the funny little fin on the top) and even all of the textures have the correct advertisements! As well as looking right, they all handle uniquely and have different engine sounds to make it even more accurate!




BENETTON



FERRARI



FOOTWORK

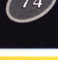


FORTI



JORDAN

LIGIER

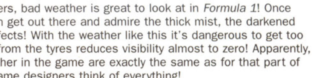


GRAND PRIX OR GO-KART?

There are two main ways to play *Formula 1* – Arcade and Grand Prix. The Arcade mode plays just like *Virtua Racing* with time checkpoints (Murray shouts "Time Extended!" when you pass through them!), jazzy on-screen displays, and relatively simple car handling to make the game faster and more fun. The Grand Prix mode is a little more serious – the rules are the same as a proper GP with more difficult car handling and more accurate speeds, but not so realistic as, say, *Grand Prix 2* on the PC, to keep the game's arcadey feel.

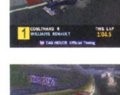
WEATHER OR NOT

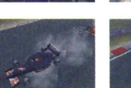
While it's not good news for the drivers, bad weather is great to look at in *Formula 1*! Once you've got your rain tyres on, you can get out there and admire the thick mist, the darkened scenery and amazing water spray effects! With the weather like this it's dangerous to get too close to a car in front, as the spray from the tyres reduces visibility almost to zero! Apparently, the chances of there being bad weather in the game are exactly the same as for that part of the world in real life! Crikey, these game designers think of everything!









Arcade Mode. Slightly more fun than a GP.





PLEASE SELECT A RACECOURSE!

Being a Formula 1 game means that there are a load of real tracks to choose from to put in the game, so which of the seventeen available did Psygnosis pick? All of them! Every single one of the seventeen used in the 1995 season are here – including Adelaide, which isn't being used any more. The scenery and track details are all incredibly accurate, and all of the curves and straights are just right!


Monaco is the best looking track.


The buildings here all look fab!


Silverstone's home straight.


The bus stop chicane at Spa.





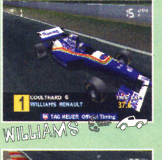




Grand Prix Mode. A bit more serious.


SAUBER

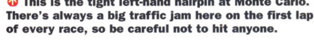

TYRRELL


WILLIAMS



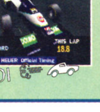


This is the tight left-hand hairpin at Monte Carlo. There's always a big traffic jam here on the first lap of every race, so be careful not to hit anyone.





McLAREN

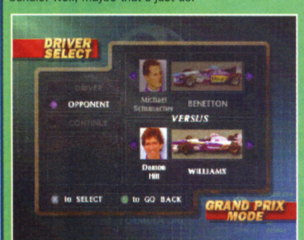


MINARDI


PACIFIC



ONLY READ THIS IF YOU'VE GOT FRIENDS

Like all good racing games these days, *Formula 1* includes an excellent two-player link up mode. Both players can either compete in a full Grand Prix, racing against loads of computer-controlled drivers, or take one another on head-to-head. The problem with this is that unless the Car Damage option is on, the players are more likely to turn it into a *Destruction Derby*-style bundle! Well, maybe that's just us.



THE PIT BIT

The pits work well in *Formula 1*, as the race doesn't halt totally when you enter them. Instead, everything is done in real-time – choose what you want your mechanics to do, and select how much fuel to have put in, then pull away when the sign changes to green. In long races, good pit stop strategy is very important.



Going into the pits when in a bad position like this will ruin all your chances.



The pit lane speed limit means that the approach to your pits is painfully slow.



Once you're in, choose what to adjust and set the mechanics working on it.



As soon as they're done and the "GO" sign appears, GO! Button to the plastic!

LET'S SEE THAT AGAIN!

At the end of a race, you get the option of watching it all again from a selection of views. You can select which car to view to get the best look at your amazing overtaking manoeuvre! The sweeping out-of-car camera views really show off how amazing the graphics are, as well as giving a clear view of all the cars around. Murray Walker carries on his commentary for the replay, so it's just like watching a race on TV!



The cars sometimes get really close to the cameras



Excellent overtaking! Right up on the inside of the corner!



With the proper timing captions at the bottom, this looks real!



At the start, the camera is in the middle of the track!



Eeek! Jos Verstappen's rear wheel's a bit too close to taking our front wing off there!



Starting in the pack can make the first few laps very hazardous. Look at the bundle!



Here's the cross-over at Suzuka. Notice the advert for World Cup 2002 on the wall?



Here's the famous tunnel section at Monte Carlo. You can get up some serious speed here!



OUT-OF-BODY EXPERIENCE

There are now six views from which the game can be played. Each one has its own advantages and disadvantages – the in-car views are more realistic and exciting, but harder to see ahead than the high up views. Also, the car noises change depending on the view – the rumble of the tyres on the track can only be heard from the out-of-car views, and the muffled effect of the driver's helmet is got when using an in-car view.



The full-screen view puts the player right down low, and is very fast.



This view is one of the best, as it's just like the in-car TV cameras.



This view looks really nice, but the car is so big it's difficult to see ahead!



This is almost the same as the third view, only a bit further away.



This is almost the same again, only a bit higher up than before!



This is the best beginner view – nice and easy to see the track ahead of you.

NEW GEAR'S RESOLUTION

There are plenty of extra options in the game, but one of the more intriguing is this Screen Setup option. It's possible to configure the view for your TV, although we recommend sticking to the Normal mode, as the others are a little bit pointless unless you've got a massive TV.







NORMAL
The standard border size with the usual PlayStation resolution. By far the best one to use.

WIDESCREEN
Big borders and a squashed view, especially for mega-expensive TVs with a wide screen, obviously.

HIGH RESOLUTION
A very small playing window with slightly higher resolution graphics. Only any use on really big screens.

REVIEWER

Formula 1 **is a game I've been looking forward to, as it was one of my reasons for paying £300 for a PlayStation. I'm a big fan of both driving games and real Formula 1 racing, so this is an ideal combination for me. The graphics are particularly brilliant – the realistic cars, scenery and textures look great and 25fps is a perfectly adequate frame rate. Also, the music's excellent, the sound effects are flawless, and Murray Walker's really good too. As a fan of the sport, I can pick out a few annoying things about it – the Grand Prix mode isn't as detailed as I'd have liked (the car setup options are Downforce – High, Medium or Low; and Fuel – 0-100%); and there's no indicator to say how much fuel you have left, making timing pit stops difficult. Of course, these things won't matter a flying fig to most people. Having all of the real tracks and drivers is enough to make this an essential game for fans of the real thing, and the high-speed, fun racing makes it one of the best PlayStation games so far!**

ED LOMAS



Everything about this game is amazing! It's another PlayStation game which everyone will love to bits – go get it now!















SATURN BOMBERMAN



BOMB ACTION | BY HUDSON SOFT
OUT NOV (JAP) | 1-10 PLAYERS

- PRICE £IMPORT
- NO OTHER VERSION PLANNED
- SPECIAL HIGH TEN VERSION EXISTS
- PUBLISHED BY HUDSON TEL: N/A

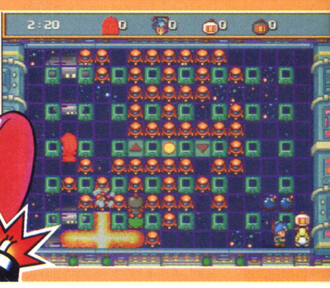
Hudson Soft's most successful character debuts on the perfect platform. Only the Saturn is capable of handling sprite mayhem on this kind of scale: high-resolution; ten-players at once, with the whole screen a mess of explosions and crazy collectibles. It's an easy enough mistake: assuming *Bomberman* has had his day. In my opinion, it's never too late to catch up with what you've been missing – some of the best multi-player action ever invented! Before going in depth on that, let's briefly look at the one player game. Each successive screen is busy with detailed sprites – albeit demonstrating limited animation – most of which are hazardous to BM. There is some cool interaction with the scenery, triggering cannons, and switches with exploding bombs, which reaches its peak with the presence of 'Tailor' – the cute colourful dinosaur whose shade dictates what kind of special ability it has. With Tailor, Bomberman can charge really fast from one side of the screen to the other; chip bombs over the wall, or stun enemies with a scream. So here's where I tell you that the multi-player mode is more fun: Get a few friends together and load this game up. See how long it takes before everyone is on the edge of their seat screaming at the telly, this is so excellent. Even if you're knocked out early on, there's still opportunity for a laugh by dropping bombs into the area from the sides. Nobody gets left out. I suppose the line Hudson Soft are taking with this one is "if it isn't broke, let's jazz it up some more". Some unexpectedly, genuinely, cool drum and bass beefs up the soundtrack, while Hudson's graphic team have worked some beautiful effects into the backdrops (I especially like the fountains). The finest version of this classic series I've ever played. Get it if you can.
PAUL DAVIES




Bosses break up the action in one-player Bomberman.



Upto ten players can join for some of the nuttiest multiplayer fun.





TOBAL NO.1




FIGHTING GAME | BY SQUARESOFT
OUT NOW (JAP) | 1-2 PLAYERS

- PRICE £IMPORT
- NO OTHER VERSION PLANNED
- NO OTHER VERSION AVAILABLE
- STORAGE 1 CD
- PUBLISHED BY SQUARESOFT TEL: N/A

How can a game fail when its characters are designed by Akira Toriyama (Dragon Ball), the game engine is (allegedly) contributed to by ex-*Tekken* and *Virtua Fighter* staff, boasts a fantastic soundtrack to be released as a music CD, AND the packaged copy is shipped with a 15 minute demo of *Final Fantasy VII*? It doesn't. Simply that. While the Tournament (arcade) option is easily beaten in one-player mode, the two-player versus alternative is dazzling. Thankfully Game developers Dream Factory didn't lower themselves to creating a better looking *Tekken* or *Virtua Fighter*. Instead they devised a brilliant new combat system which requires a lot of practice to work the best out of. Certainly for an original game that hasn't been playtested in the arcades, *Tobal No.1* is a great achievement. The Coming Soon feature (Pages 18-21) tells you just how innovative the control is. When two players get together to seriously examine the gameplay, it's discovered that there are countless permutations on the three basic attacks, jump, and guard configuration. Like *VF2* the excitement comes from the suspense between techniques, as much as it does from combo exchanges. Like *Tekken 2*, there are big thrills awaiting anyone dexterous enough to reel off extended sequences on the buttons alone. There are even break moves, though we're not sure how we got them just yet. Quest mode is a little strange. Almost as though Dream Factory didn't quite finish the design. What's here is interesting – good control, modified from the Tournament mode, and a worthwhile challenge. However it wouldn't stand up as a game in its own right. Overall, Square's venture into 3D fighting territory is a great success. **PAUL DAVIES**



Tobal's animation is incredible.



The Quest Mode is an unusual tunnel exploration game.



The controls allow for genuine 3D circling attacks.

MINI REVIEWS




CHASE HQ/SCI



RACING GAME
OUT NOW
BY TAITO
1 PLAYER

Chase HQ is the near decade old coin-op that took Sega's successful *OutRun* formula and mixed it with the then-popular Miami Vice in that you pursued criminals in your flashy sports car and then rammed them off the road. The difference was that, rather having a great eighties name like Crockett or Tubbs, in *Chase HQ* you got to be Raymond or Tony. In *SCI*, Ray and Tone armed themselves up with heavy artillery, making the job a whole lot easier. So is it still any good? No. This is a retro pack too far. The games were never really classic (in the way that *OutRun* was - and still is) and the audio-visuals are positively neolithic by today's standards. With infinite credits, the challenge is negligible. Not that you're going to be glued to the console any way. Do not buy this. Unless you are mad. Or stupid. **RICH LEADBETTER**

- PRICE IMPORT
- NO OTHER VERSION PLANNED
- 16-BIT VERSIONS AVAILABLE
- STORAGE 1 CD
- PUBLISHED BY TAITO
TEL: N/A



It's all so very ginger.



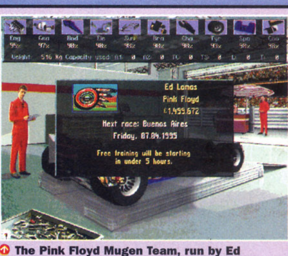

TEAM F1



STRATEGY
OUT NOW
BY EA
1 PLAYER

Team F1 isn't a racing game – it's a Grand Prix management game. You don't get to control the cars, and you don't even get to see the races. All you get to see is loads of screens of statistics and pictures of your office – just like the football management sims and *Grand Prix Manager* (the sequel's already on its way). In fact, though the game looks more basic than *GPM*, it actually requires even more fiddling with screens of information to get a race under way. The presentation is a bit stupid, as it can take ages to find every option on the screen by waving the mouse pointer around, and the graphics aren't brilliant. But overall, it's a good alternative to *GPM*, and worth a little play to see which you prefer.
ED LOMAS

- PRICE £TBA
- NO OTHER VERSION PLANNED
- NO OTHER VERSIONS AVAILABLE
- STORAGE 1 CD
- PUBLISHED BY EA
TEL: 01753 672161



The Pink Floyd Mugen Team, run by Ed Lomas. They never win a race.




WORLD HEROES PERFECT



FIGHTING
OUT NOW
BY SNK
1-2 PLAYERS

At one time, *World Heroes* was really popular, but it's starting to show its age now. Not only has it been superceded by Capcom beat 'em ups like *Street Fighter Zero*, it's also been bettered by SNK themselves, with games like *King of Fighters '95* and *'96*. The Saturn version isn't a particularly good conversion of the Neo-Geo arcade original – the animation and detail look pretty rough when compared to other games available for the system. Also, some of the "Hero" moves are very difficult to pull off in the middle of a fight, making some characters better than others simply because their moves are possible. If you're a fan of the arcade and Neo-Geo conversions, you'll be happy with this, but if you're looking for a 2D beat 'em up for your Saturn, there are plenty better than this – SNK's own *King of Fighters '95* for one.
ED LOMAS

- PRICE £IMPORT
- NO OTHER VERSION PLANNED
- NEO GEO VERSION AVAILABLE
- STORAGE 1 CD
- PUBLISHED BY SNK
TEL: IMPORTER



After the excellent King Of Fighters '95 conversion, this really is quite appalling.




WHIZZ




MAZE PLATFORM
OUT OCTOBER
BY FLAIR
1 PLAYER

In *Whizz* you face 3D isometric mazes filled with rabbits, monsters and puzzles. The main character is a cute fluffy rabbit (Whizz) who is being chased by an evil rodent called Ratty. Our hero must navigate around eleven complex mazes, each with various monsters and puzzles. Whizz starts off with a thirty second time limit, and in order to finish each level, egg timers scattered around the mazes must be collected. Whizz avoids enemies by jumping over them. If hit, precious seconds are lost and certain failure looms. Locked doors are common. To proceed to the next section of the maze a key must be found. Finding them is a difficult task as many monsters guard them. It's a fun jaunt and with attractive graphics and sweet tunes. Its cute, simplistic nature makes it unlikely to appeal to hardcore gamers.If you're after a fun 16-bit maze game though, this may be your thing. **PHIL DAWSON**

- PRICE £TBA
- NO OTHER VERSION PLANNED
- NO OTHER VERSION AVAILABLE
- STORAGE 8 MEG
- RELEASED BY TITUS
TEL: 0171 700 2119



Rabbit-controlling, maze exploring fun and japes with an enemy called Ratty.





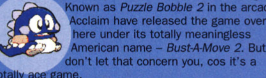


BUST-A-MOVE 2

PUZZLE | BY TAITO
SEP RELEASE | 1-2 PLAYERS

- PRICE £44.99
- ARCADE, PLAYSTATION VERSIONS AVAILABLE
- NO OTHER VERSION PLANNED
- PUBLISHED BY ACCLAIM TEL: 0171 344 5000

This month is, without a doubt, *Bubble Bobble* month. What with the *Bubble Bobble/Rainbow Islands* collection reviewed on p62, and those Bubble Babes on p98. And, if you haven't spotted it yet, this is a *Bubble Bobble* game too.



Known as *Puzzle Bobble 2* in the arcades, Acclaim have released the game over here under its totally meaningless American name – *Bust-A-Move 2*. But don't let that concern you, cos it's a totally ace game.

In a totally krossed out kind of way, you have to fire your coloured gems up the screen instead of down. Stick three gems of the same colour together and they vanish, sending 'bad' gems onto the opponent's side of the screen. Sounds like usual puzzle fare, but the dazzling graphics and nutty music make it feel like some kind of mad carnival. The game is also brilliantly constructed. While the smattering of gems on each stage may look look totally random, closer inspection reveals that, in most cases, there's always a nifty way to clear the screen super-fast with precision firing. In one-player mode, this makes it a speed puzzle test, in two-player mode it's a brilliant versus challenge.

We loved the PlayStation version when we reviewed it a few months back. And, bar slight differences (a different built-in screen saver for one), it's the same on Saturn. Definitely one of the most universally appealing puzzle games around.

TOM GUISE



The backdrops are mad and don't have much to do with bubbles.



Sometimes the pit is much wider, like this, with more balls on-screen.





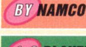




Just hit the clump of green balls with the green ball on your spike to clear the whole screen. Clever innit?







TEKKEN 2

FIGHTING | BY NAMCO
OCT RELEASE | 1-2 PLAYERS



- ARCADE AND JAPANESE IMPORT VERSION AVAILABLE
- NO OTHER VERSIONS AVAILABLE
- STORAGE 1 CD • PRICE £44.99
- PUBLISHED BY SONY TEL: 0171 447 1600

We reviewed the Japanese import version of PlayStation *Tekken 2* back in issue 175, and gave it 4 out of 5. The UK version has been a long time coming, and we've been quite anxious to see whether a better conversion would be done than with the original *Tekken*. Firstly, the borders aren't massive and don't get in the way of the game once you've got going. Unfortunately, the speed loss is noticeable to anyone who's played either the Japanese game or the arcade original. Surely Sony could have spent a bit more time doing a better conversion? It's like playing in slow-motion!

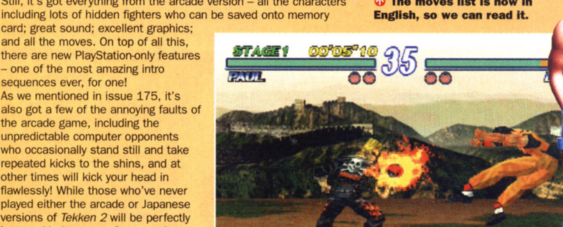
Still, it's got everything from the arcade version – all the characters including lots of hidden fighters who can be saved onto memory card; great sound; excellent graphics; and all the moves. On top of all this, there are new PlayStation-only features – one of the most amazing intro sequences ever, for one!

As we mentioned in issue 175, it's also got a few of the annoying faults of the arcade game, including the unpredictable computer opponents who occasionally stand still and take repeated kicks to the shins, and at other times will kick your head in flawlessly! While those who've never played either the arcade or Japanese versions of *Tekken 2* will be perfectly happy with the game, fans may be a little bit disappointed to find that all the timing of the moves has been changed slightly. But still, it's the best 3D fighting game on the PlayStation by quite a way, and gets a high recommendation. **ED LOMAS**



The moves list is now in English, so we can read it.

YOGAKARIM!



All of the moves from the arcade version are in PS *Tekken 2*.

YOU WIN!







JUMPING FLASH 2

3D PLATFORM	BY EXACT
SEPT RELEASE	1 PLAYER

- PRICE £44.99
- JAPANESE IMPORT VERSION AVAILABLE
- NO OTHER VERSIONS PLANNED
- PUBLISHED BY SONY TEL: 0171 447 1600

The Japanese import version of *Jumping Flash 2* was reviewed in CVG issue 176, and it got a score of 4 out of 5, partly because of the excellent package – Japanese gamers get a free copy of the American *Jumping Flash 1*, along with the horrible American voices. When we put the UK version of *JF2* on, we were joking that the speech would be horrible American shouting, like number one, and it is! All the voices have been re-done, changing the cute style of the game a bit – most notably because the cool "Muu-muu!" sample has been edited. Unfortunately, there's no speed conversion at all, so there are the usual 20% borders, as well slight speed loss to put a bit of a dampener on things. It's a very short game (six worlds) which can be finished in one go by almost anyone, but is still lots of fun. The levels are designed much better than the first *Jumping Flash* game – each one has a bit on continuity to it, rather than just being a random collection of floating chequered blocks, and there are also some excellent touches, like the roller coaster, the flying whales and the awesome underwater sections! It's just a shame that it's not quite the same high-quality package as the Japanese version – a little bit more effort should have been put into a game that's this much fun.

ED LOMAS





This bit on World 2 is brilliant fun!

Robbit the Robot Rabbit can jump high.

Here are the cute Muu Muus. "MOOH MOOH!", they boom.

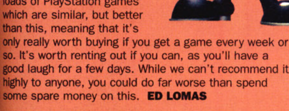


MOTOR TOON GP 2

DRIVING	BY POLY'S
SEP RELEASE	1-2 PLAYERS

- PRICE £44.99
- JAPANESE IMPORT VERSION AVAILABLE
- NO OTHER VERSIONS PLANNED
- PUBLISHED BY SONY TEL: 0171 447 1600

In the last issue we reviewed the Japanese import version of *MTGP2* and gave it 3 out of 5. We were a bit worried about how the conversion to UK PAL would go, as the more obscure Japanese PlayStation games don't usually have any speed conversion whatsoever. Thankfully, there's been a bit of work put into this, meaning that the borders aren't as big as most PS games, and the speed is only slightly slower than the Japanese game. The game's just the same – whizzing around in bendy cartoon cars, collecting and using wacky power-ups on other comedy characters. There's a good number of tracks and vehicles, as well as a great collection of secrets, and it's actually quite good fun for a while. The thing is, there are loads of PlayStation games which are similar, but better than this, meaning that it's only really worth buying if you get a game every week or so. It's worth renting out if you can, as you'll have a good laugh for a few days. While we can't recommend it highly to anyone, you could do far worse than spend some spare money on this. **ED LOMAS**



This section is really impressive and very fast.



It's possible to run a little way off the track without stopping dead, which keeps the speed up.







When you use some of the special weapons, the sky flashes mad colours, like this!



drawinz wot you dun OF MARIO

It's a me – Hunter! I'm on holiday in the colour section of the mag! Just look at these drawinz!

While we expected this to be a popular competition, we had no idea that it would be this big! We've had thousands of very high quality pictures, so we're keeping the competition going! To win a Nintendo 64, just invent a brilliant new power-up for Mario, and as a tiebreaker, tell us how Yoshi acquired arms to steer his Mario Kart. Send them to: Yoshi uses his own eggs in his cookies competition (Mk. 3), CVG, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU.

WINNER!

And the winner of the second Nintendo 64 is **Neil Doherty from Swadlincote, Derbyshire**! He didn't win just because of the incredible model he sent in, but also because the idea for the power-up was excellent and his tie-breaker idea and cartoon strip was brilliant.

The Scaredy Space Probe hovers around, taking photographs until it sees Mario, whereby it cries and flies away. If Mario catches it, he gets rocket boots, a Yoshi helmet and a N64 oxygen pack! Now he can fly into space for more secret worlds! Wow!

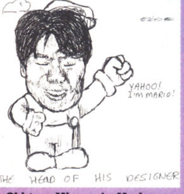
MORE GOOD 'UNS



Super Marantino murders everyone when he picks up the shades. From PK.



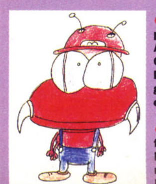
Mario eats the Slim-Fast and becomes Super Model Mario. He can hide in a pile of twigs. By Johnny "Vis" Blaze, Fareham.



Shigeru Miyamoto Mario from Richard Whitelock, Beaconsfield.



God Mario from Ryan Callanan, Redbridge. He can destroy anyone in one button press.



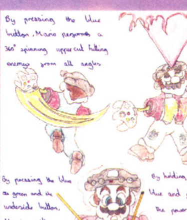
A portfolio of power-ups from Ashley and Christopher Bennett. Some good ideas and lots of hard work.



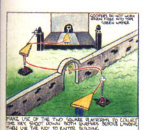
Turd on a Stick from Joe Matthews. No enemies come near Mario while he's carrying it.

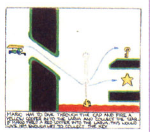


Disco Inferno Mario from Wesley Poole, Stoke-On-Trent. His medallion lets him build tanks as well as Mr. T from the A-Team.

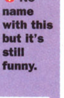


Charles N. Murray says that Mario gets a N64 on his head. Lasers then bounce off him.

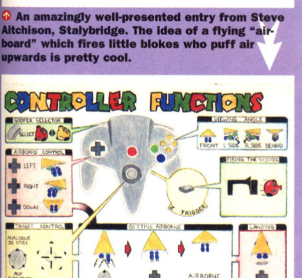




An amazingly well-presented entry from Steve Aitchison, Stalybridge. The idea of a flying "air-board" which fires little blokes who puff air upwards is pretty cool.

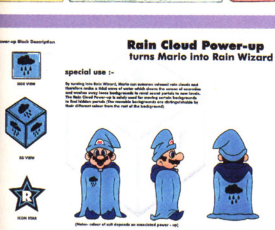


No name with this but it's still funny.

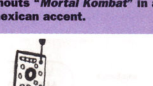
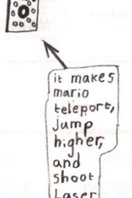





Here's Pedro Mario, based on our fake *Mortal Kombat* character. He eats chilli and shouts "*Mortal Kombat*" in a mexican accent.

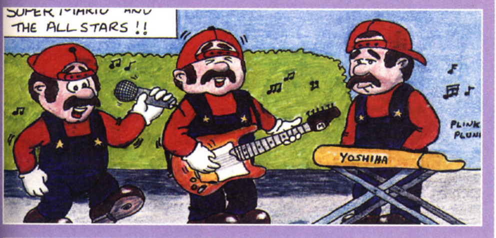


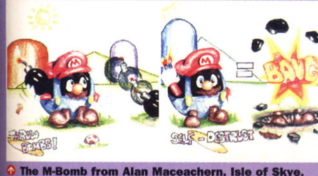

Weather Wizard Mario from Derek Horne, Reigate. He sent in a complete folder of original sketches and incredible graphic design pages! Amazing!

Whatever this is it makes Mario teleport, jump higher, and shoot laser. Full marks for effort, Dominic Duncombe.

Super Mario and the All Stars play to distract the Koopas, then sneak away while they're having fun. From Gary Peck in Jersey.





The M-Bomb from Alan Maceachern, Isle of Skye. Throws bombs and blows up.



The random CVG team member morph from Craig Ward, Lincolnshire. Here's the Jaime Smith morph. Yuck.



WE LIKED THESE AS WELL

There's not enough room to print any more entries, but so much effort was put into some that we just had to give them a mention.

Super Old Bill Mario	Dean McNamara, Catford
Godzilla Mario	Gavin Welsh, Ayrshire
Koopa Mario	Ajeet Dhaaliwal, Wembley
Mole Mario	Anil Khuman, Welling
Garden Spade Mario	Richard McCarthy, Welling
House Fly Mario	Helen Amat, South Shields
Wario Mario	Daniel Scott, Birmingham
Pamela Anderson Lee Mario	Chris McAvoy, Merseyside
Sporty Mario	Daniel Robertson, Aberdeen
Shadows Mario	Tom Bulwer, Norwich
Bob Hoskins Mario	Matt Pinnock, Cirencester
Messiah Mario	John Finucane, Co. Clare
Submarine Mario	Jason Spencer, Camberley
Tree Mario	Keith Webb, Leicester
Brazilian Footballer Mario	Oliver Stephenson, Huddersfield
Globe Mario	William Puttergill, Lincoln
Worm Mario	Alex Brown, London
Gazza Mario/Oasis Mario	Ryan Shaughnessy
Chisel Mario	James Larkin, Watford
Soaper Mario	A Selby, Wakefield
Super Marion	Clive Styth, Carlisle
Super Mega Ultra Mario	Murray Goulder, Crawley
Mantis Mario	John E.T. Meadowcroft,Southampton
Mario Cat	Celina Lie-Critchley, Norway
Super Mario Web Plunger	Adam Jenkins, Salisbury

"HOW DID YOSHI ACQUIRE ARMS TO STEER HIS MARIO KART?"

The good tie-breakers are still coming. Try to keep them short – we get bored with really long stories.

- So he can play *Quake* on his NU64.
Joe Matthews, Scotland.

- He steers with oddly-shaped piles he acquired by laying those oddly-sized eggs. **Wesley Poole**, Stoke-On-Trent.

- Mario made some for him.
Dominic Duncombe, Cheshire.

- Frank Butcher from Eastenders sewed them on Yoshi because he felt sorry for him. **Nicky Thompson**

- He found a code. **Name and address lost. Sorry.**

- Yoshi was learning to drive his kart, and when he crashed, something happened to him, and 2 arms had grown up.
Joao Pedro Dias, Lisboa, Portugal.

- They are inflated rubber gloves, painted green, with mechanical fingers in them. Designed and fitted by Mario, glued on by Yoshi's sticky saliva.
Ricky Ip Wai-Hung, London.

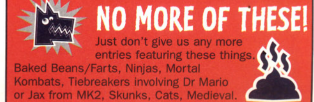
- Yoshi bought the arms from an Arms Factory on arm-stitch-day.
James Butt, West Horsley.

- Yoshi acquired arms by Mean Machine ripping the arms off a giant lizard and glueing them onto Yoshi.
Chris Moore, Northants.

- Yoshi took arm growing pills. **We lost the name again.**

- He grew them in his eggs.
Simon Delany, Birmingham.

- Without a Mario kart he's pretty 'armless but when he gets in his vehicle he's lethal.
James Toovey, Hants. (That was a rubbish answer, James)



NO MORE OF THESE!

Just don't give us any more entries featuring these things. Baked Beans/Farts, Ninjas, Mortal Kombats, Tiebreakers involving Dr Mario or Jax from MK2, Skunks, Cats, Medieval.



NiGHTS has been criticised in certain quarters for being 'too easy' or 'too short', clearly by people who've misunderstood the game. NiGHTS isn't about endings or grades, its about scoring points, and lots of them!

If you're lucky enough to own *NiGHTS* you already know it's an amazing game. Amazing, and seemingly very easy. In fact most of you will probably have completed it in a few days. However *NiGHTS* was not designed as a linear experience. Your aim is not simply to complete the game, or even to achieve an A grade for every course. Your aim is to score points, big time! And this guide is all about how to do just that! Reckon you're up to it? Read on...

SCORE ATTACK!

If you're aiming to break records on *NiGHTS*, follow the three steps detailed below. However, If you want to develop a particular dream's A-Life, you should take some time out to wander around as the children to hatch eggs and pacify scared Pians. As *NiGHTS* you can also make mutant Pians, which can develop into Super Pians!

1. FREE THE IDEYA







You're primary goal as soon as you start a course is to free the Ideya from the floating balloon claw as quickly as possible. Your points are doubled during the 'Bonus Time' (once the Ideya has been freed) so collect 20 blue chips and head directly for the claw. Do NOT stop to pass through hoops, collect stars, or use the acrobat hoop as you receive a sizeable score bonus directly related to the amount of time it takes you to free the Ideya. At this stage in the game the chip cages (containing 8 chips) come in handy, as they enable you to free the course's Ideya quicker. On most courses you should be able to burst the claw on the FIRST round, though on a few this is impossible. When you become good you should be aiming for a bonus of 10,000+ on most courses.

2. BONUS TIME

Despite the name, Bonus Time is where you make up the majority of your score. Once the Ideya is in your possession your only objective is to shoot around the course as many times as possible, scoring as many points as possible. This is achieved in a number of ways, all detailed below. Obviously, you'll have to avoid the temple each time you pass it, or else you'll move onto to the next course prematurely! If you can't seem to score above a 'C' its worth bearing in mind that your grade *is directly related your score.*





LINKS

A link can be started and sustained by doing literally anything – passing through a hoop, collecting a chip, collecting a star, even killing a Nightmarian. You get about one second to perform the next action in the link before it resets, registered on screen by the size of the link number fading away. Your first ten links are worth the equivalent amount of points x10 (eg. the seventh action in a link is worth 70 points), and when you hit 10+ links the score peaks at 100. Some courses allow you to achieve a continuous link – ie. perform a number of laps while keeping the link going (which is how you score a 100+ link), while others require you to take breaks. The exact nature of a link on each stage is up to you! Learn the course and the location of all the items, then plan your path through them for the maximum link!

CHIPS

Collecting gold chips not only contributes towards your links but is also one of the primary methods of scoring for a course. When you return your Ideya to the temple at the end of a course (preferably when your timer is on 1) the CPU adds to your score the number of chips you have collected multiplied by 50. Therefore, 99 chips (the maximum you can collect) would be 4950 - an instant A grade!







3. DA BOSSES!

So you thought the bosses where a bit easy eh? Ha! Beating them isn't the object. You've got to defeat them QUICKLY! You see, your performance on the boss makes or breaks your overall score. Depending on how quickly you defeat the boss (and it varies from boss to boss) your score is then multiplied in accordance with your performance – anything from x2.0 (effectively doubling your score!) to x1.1 (nothing at all!). Once you've completed the game, there's an option to select which boss to face. This allows you to pick one that you're good at defeating quickly (we recommend Gulpo or Reala). However true *NiGHTS* masters always play with bosses set to RANDOM ON for a worthy high score.



Defeat the bossess quickly! Some, like Puffy here, are slower than others.



If you want a X2.0 multiplier you can't afford to make a single mistake!









Chips and stars are often placed in circular clusters. This allows *NiGHTS* to keep the link going by collecting the items on the outside of the cluster as he paraloops the inside ones to help sustain the link over empty gaps. Clever eh?





CONTROLLING NiGHTS

While we can tell you what you need to do in order to achieve a decent score, we can't do it for you. You're going to have to master the aerobatic abilities of the mischevious NiGHTS yourself. Of course, we can still offer you a few pointers.

Firstly, you can strategically hit the drill dash button to give NiGHTS a burst of speed. This is essential for a) keeping up links and b) insuring you cross your own tail for large paraloops. Unfortunately, you don't have as much steering leverage while the button is pressed, but that's the price you pay for speed.

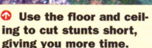
Secondly, mastering NiGHTS' paraloop is essential for links. When NiGHTS performs a paraloop, he automatically sucks in all of the items contained within the void of his loop (even if they are in the foreground or background), and this can be used to help sustain links whenever the gap between one item and the next is too large to cross normally. When you approach a cluster of chips or stars, if you loop the lot and dash away (thus leaving the chips or stars inside the paraloop void you have created) they are *dragged after you*, meaning NiGHTS will collect them steadily as he crosses an open space, allowing him to keep the link going even when there are no items to collect.

STUNT RIBBON

One of the most dramatic ways of scoring points is the acrobat hoop. When passed through, NiGHTS gains a thick yellow ribbon tail, which allows him to perform stunts for which he is awarded points. There are 35 stunts in total that NiGHTS can perform with the ribbon, and for each stunt NiGHTS manages you are awarded 100 points. However, if you can pull off 12 or more stunts you get a 'Superb!!!' scoring 2000 points! Our recommendation to you is to simply go mad on the 'L' and 'R' buttons while attempting to perform the basic ribbon functions, such as loops and figure eights.




The highest single number you can get is a 'dreamy eleven'.

Use the floor and ceiling to cut stunts short, giving you more time.



Backtrack on your trail as much as possible while performing stunts.

OTHER STUFF

There are a number of other things NiGHTS can do to increase your score. Killing Nightmarians gives you an instant 200 points, while opening point balls (by flying through the ball and then achieving the number of links indicated on the ball) instantly awards you 1000 points. Also, on the last course of each stage (Course 4) if you have collected enough stars, a Pian will appear above NiGHTS temple, holding a board with your total number of stars collected on it. Simply fly into him to receive that number of points times 10. Only on course 4, mind you.



200 points for drill dashing, touch dashing or para-looping a Nightmarian.





DREAM GUIDE

We haven't got enough space to go into each dream in detail (you should be able to find most of the items yourself), so here's a run down on some of the more hidden features in each dream that may come in handy when attempting to achieve a record breaking score. Where we refer to 'hidden' items, it means you have to paraloop a specific area to reveal it.

CLARIS

SPRING VALLEY

The best you can achieve on COURSE 1 is a 28 link, though its fairly easy to perform and you should be looking for a final score of 50,000+. On COURSE 2 get the balls hidden behind the first mountain, and be sure to collect the Drill Dash icon hidden above the waterfall **(1)** on your last round. On COURSE 3 collect the chip cage above the waterfall to free the ideya on your first round **(2)**, and look for the Pian icon hidden just before the first Stunt Ribbon **(3)**. Finally, there is a Loop icon to be found on COURSE **(4)** by paralooping the three chips above the stone bridge near the start of the course.









MYSTIC FOREST

You can achieve a continuous link on COURSE 1, though it isn't easy. On COURSE 2, loop the four stars directly above the first signpost for seven hidden chips **(1)**, then loop the circle of seven stars above the floating rock field for a hidden Pian Icon **(2)**. Head left at the start of COURSE 3 to snag the chip cage, thus making it possible to destroy the balloon claw in the first round. Use large loops inside the cave to both pump up your stunt count, and rope in enough links to open the point ball **(3)**. On the top/down section of COURSE 4, fly through the spikey hoop in the bottom right hand corner of the maze and perform a para-loop at the dead end to reveal a Drill Dash refill icon **(4)**.









SOFT MUSEUM

COURSE 1 allows you to perform one of the most extensive continuous links in the game, provided you make use of the five blue chips hidden inside the seven chip formation **(1)**. Collect the hidden Drill Dash icon **(2)** to replenish your dash bar on the last round of COURSE 2, and pick up the hidden Pian Icon at the T-shaped formation of chips just before the cannon on COURSE 3. Loop the two single stars before you enter the Soft Museum in COURSE 4 for 8 chips **(3)**, and again loop the single star by the last (lower) mirror before you exit the museum for more chips **(4)**. There is a giant loop icon hidden in the 4 chips above the first canopy outside the museum.









ELLIOT

SPLASH GARDEN

Believe it or not you can get a continuous link on COURSE 1 by paralooping the large number of stars in between the two fountains, so you collect them as you are propelled into the background **(1)**. Collect the Pian Icon hidden in the chips just after the first brown switch **(2)** on COURSE 2. On COURSE 3 be sure to hit the brown switch in the bottom left of top/down garden clock section **(3)**, and collect the Drill Dash icon just outside the garden by looping through the orange hoops. Finally, when you enter the underwater section of COURSE 4, keep heading down to discover two chip cages **(4)**.









FROZEN BELL

COURSE 1 is a small course where is relatively easy to keep a continuous link going. On COURSE 2 there is a Pian Icon hidden in the first set of chips on the first ladder near the 32-link point ball **(1)**. Likewise at the start of COURSE 3, a Loop Icon can be yours simply by flying through the four half hoops to the right of the temple **(2)**. Also keep an eye out for the chip cage hidden under a rock directly beneath the balloon claw **(3)** and the Drill Dash icon hidden in the circle of snowballs to the right of that **(4)**.









STICK CANYON

On COURSE 1 there is a Drill Dash icon hidden in the first chip cluster you come across **(1)**, and a Pian Icon hidden directly above the spikey hoop half way round the course **(2)**. Snag the chip cage hidden just to the left of where the first blue anti-magnet pushes you up on COURSE 2 **(3)**, and look for another Drill Dash icon hidden in some stars just to the left of the point ball after the electronic scales on COURSE 3. There's loads of stuff hidden on the way up the tower in COURSE 4 **(4)**(we've heard of a massive time extension), but you've got to get to the top with *at least* 50 seconds left in order to survive the two grill rides.











BOSS GUIDE

GILLWING

While initially Gillwing seems like one of the worst (read 'slowest') bosses to face, he is in fact one of the easiest. The trick is NOT to attack him by drill dashing his body, but instead to defeat him using huge paraloops. By paralooping his entire body with a tear-shaped paraloop (including his tail) you can destroy him in one or two goes. You even get a LINK score for destroying multiple body segments at once.





WIZEMAN

The most important thing to remember when fighting Wizeman is that, although he takes a while to defeat, any time over 70 earns you a x2.0 multiplier. He attacks first with meteors which can be dodged easily by adopting a high/low pattern followed by a series of asteroid belts which must either be flown above or below. The snowballs can cause problems, so make sure you aim for the space where they aren't, while the whirlwind can be passed through with no problems simply by drill dashing through the 'eye of the storm' (centre). One other tip is to wait when you grab Wizeman's shield, for your doppelganger NiGHTS to appear, as he/she will help you smash though it in one go.



PUFFY



While it is not possible to do Puffy in as quick a time as some of the other bossess, the x2.0 multiplier does not require as fast a time. However, you still can't afford to make a mistake. You don't need to spin Puffy to get the velocity to throw her, spinning is merely a way of taking the correct aim at the breakable section of the obstacle course. And don't grab her a) by the head ,or b) after she has just rebounded from a surface, or you'll incur the dreaded 5 second penalty.

GULPO

Gulpo is perceived as one of the easier bosses, simply because it's so hard to get hit by him. But you do have to hit him FIVE times, and it is sometimes difficult to judge which fish will send you flying through the aquadome at the right angle. Often you will have to travel further than you think to reach the right propeller. Judging it is a skill that comes with practice.



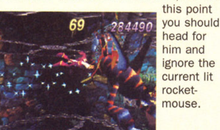
REALA

Reala is also often perceived as the easiest boss in the game, this time because you only have to loop him THREE times to vanquish him. And he is easy too. With practice you can learn to perform a paraloop just as he flies to meet you, meaning he flies right into it. And you can also injure him sometimes just by drill dashing into him.



CLAWZ

Probably the slowest of all the bosses, unless you get lucky. While it isn't particularly difficult to diffuse all of the rocket mice, you will often not be able to hit Clawz until you are down to last mouse. The way to get around this is to use the mice to propel you in the opposite direction to take Clawz by surprise. Sometimes he will wait on a mouse while he sets the fuse, and at this point you should head for him and ignore the current lit rocket-mouse.





JACKLE

Though Jackle is viewed as one of the most difficult bosses, he is actually one of the easiest. The trick is to avoid his initial batch of tracer playing cards by flying on a high/low pattern. Once you grab him and drill dash, he looses his coat, and provided you can keep an eye on which direction he flies, you can prevent him from ever reaching his coat again, thus resulting in a good score multiplier.











ARCADE



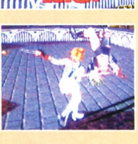
FIGHTING GAME	BY AM3
SEPT RELEASE	1-2 PLAYER
• NO OTHER VERSION PLANNED • DISTRIBUTED BY DEITH LEISURE	• MODEL 2 ARCADE SYSTEM • UPRIGHT CABINET

LAST BRONX

RUMBLE IN THE BRONX WITH AM3'S BEAT 'EM UP!

When talking about fighting games and Sega, only one development team springs to mind – AM2. Clearly fellow R&D Dept AM3 intend on changing that with their first beat 'em up, the Model 2 based *Last Bronx*!

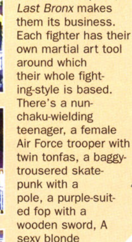
Comparisons with *Fighting Vipers* are bound to be drawn with this game, what with it featuring an urban battle ground (Tokyo this time, no less) and nine hip streetpunk warriors. However, whereas *FV* only touched on the theme of weapons, *Last Bronx* makes them its business. Each fighter has their own martial art tool around which their whole fighting-style is based. There's a nunchaku-wielding teenager, a female Air Force trooper with twin tonfas, a baggy-trousered skate-punk with a pole, a purple-suited fop with a wooden sword, A sexy blonde female armed with twin sai, a cheerleader with deadly double sticks, a biker with sanetsukon (three-piece nunchaku), and – clearly for big-guy humour value – a builder with a lump mallet. There's also the boss – a goggle-wearing tonfa-fighter called Red Eye – who's also a hidden selectable character.



Using the same Guard, Punch, Kick system as *Virtua Fighter*, the game is simple to get to grips with if you know the formula. Obviously though punches are better described as weapon attacks. And fans of PPPK combos are going to love it. Try PPPKK or even just PPPPP combos is some cases! All the fighters have easily-chained moves. In fact, locking the moves together is more akin to *Tekken*, ie tap a load of buttons quickly and watch the character shuffle them off on screen. Even the throws (G+P again) are very *Tekken*-esque, with body locks and arm-breaking making an appearance.

Spicing up the proceedings are all manner of little touches. For starters, all the weapons leave glowing tracers in their wake. Particularly impressive when the likes of a triple-Nunchaku combo or two-way Mallet swipe are performed. Connect with a move, and coloured sparks fly up. Knock a fighter flat and an impact splash rises from the ground. And for extra street cool, your total victories are registered as people 'wasted'. Buzzin' homesters!





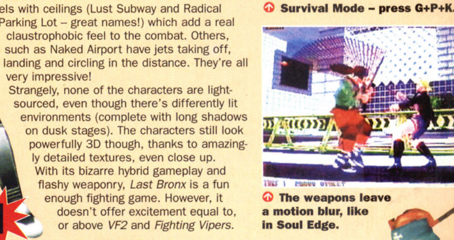
Far more enclosing than in other fighting games, the backdrops have barriers that can't be broken or overcome. They can however be climbed as in FV. There's also a number of levels with ceilings (Lust Subway and Radical Parking Lot – great names!) which add a real claustrophobic feel to the combat. Others, such as Naked Airport have jets taking off, landing and circling in the distance. They're all very impressive!

Strangely, none of the characters are light-sourced, even though there's differently lit environments (complete with long shadows on dusk stages). The characters still look powerfully 3D though, thanks to amazingly detailed textures, even close up.

With its bizarre hybrid gameplay and flashy weaponry, *Last Bronx* is a fun enough fighting game. However, it doesn't offer excitement equal to, or above *VF2* and *Fighting Vipers*.



A plane features in the background, similar to *Fighting Vipers*.



Survival Mode – press G+P+K.

The weapons leave a motion blur, like in Soul Edge.

TOMMY



Jaime thinks that Tommy is Picky's brother. He isn't.

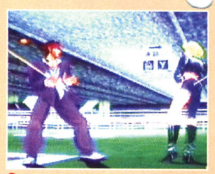


RUMBLE IN THE BRONX WITH AM3'S BEAT 'EM UP!


The motion blur effect looks grrrreat! Here, Yusaku is breaking Kurosawa's arm with his bicycle pumps!



The Radical Car Park has some realistic cars looking for a space!




Like *VF2*, the fighters always keep eye contact with one another.




EVERY character uses weapons to fight in Last Bronx!



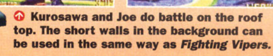
In the subway, trains actually whizz past every so often – too fast for us to get pictures of them.











Kurosawa and Joe do battle on the roof top. The short walls in the background can be used in the same way as *Fighting Vipers*.





Four months. That's the lead time now between the hottest arcade game coining it, and a home version being launched in Japan. Four months! Here it is then. Wahoo!

- **FORMAT:** FIGHTING GAME
- **BY:** CAPCOM
- 1-2 PLAYER
- **OUT NOW** (JP)
- **SATURN** VERSION PLANNED
- **ARCADE** VERSION AVAILABLE
- **STORAGE** 1 CD
- **PUBLISHED BY** CAPCOM
- **TEL:** N/A

CVG was the first magazine to bring you pics and insider info on arcade *Street Fighter Alpha 2*. A month later we were the first to reveal tactics for all fighters. We love this game! The question we most want answered is just how good the home versions are. Well, we have the PlayStation version right here, with Saturn *SFA2* due to arrive in time for next issue. Can't wait! Comparisons we'll have to leave until then, meanwhile here's most of what we know on Capcom's Sony efforts.

NUMBER TWO ALREADY?

In case you just returned from a four-month trip to outer Mongolia, here is a rundown of all-new features *SFA2* brings.

ORIGINAL 'CUSTOM' COMBO

Soon as a fighter's Super Combo Level Gauge reaches at least stage one, they may attempt a Custom Combo. This is initiated by pressing any two punch buttons plus one kick button simultaneously. A purple shadow appears behind the fighter, indicating that they may now execute as many standard or special moves as possible within a time limit. The length of time is governed by the gauge. Anything – even a stream of pose moves – is possible. Charge moves simply require the directions to command, minus the charge time.



Ken can only produce multiple fireballs when he's in the throes of a custom combo!







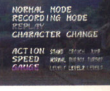
HIS FINAL FIGHT?

Recognise this character? He's Rolento, who appeared as one of the bosses in *Final Fight* (arcade and Mega-CD). He's brought his trademark grenades with him, though his main weapon is the Baton. Our favourite new character.



IDEAL HOME EXHIBITION

Much of the excitement surrounding the original *SFA* conversion centred around the custom options. Well Capcom have bettered the situation somewhat for the sequel. There are now eight Turbo Speed settings, where five is equal to the arcade. The excellent Training Mode now enables players to set the Super Combo Level Gauge at each of the three levels. In Versus Mode a deliberately basic character select screen means that loading time is significantly reduced. Fans of the original/ remix music option aren't so lucky though. What we get is the arcade music only – which consists of remixed *Alpha* originals anyway.





VETERAN WORLD WARRIORS RETURN

Say 'yoga' to Dhalsim, and 'HAH' to Zangief, cause they're back! They are largely unchanged from *Super SF2 Turbo*, though they boast all-new Super Combos. The animation and new art give both an awesome presence. But the oldest *Street Fighter* vet, and one who many may not recognise, is Gen – the Chinese grand master from the very first *Street Fighter*. The most important aspect to learn about Gen's technique is that he switches between two fighting styles – Mantis, and Crane.

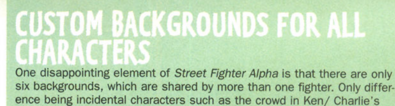




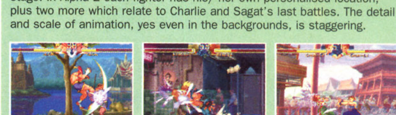




CUSTOM BACKGROUNDS FOR ALL CHARACTERS



One disappointing element of *Street Fighter Alpha* is that there are only six backgrounds, which are shared by more than one fighter. Only difference being incidental characters such as the crowd in Ken/ Charlie's stage. In *Alpha 2* each fighter has his/ her own personalised location, plus two more which relate to Charlie and Sagat's last battles. The detail and scale of animation, yes even in the backgrounds, is staggering.






ADON

BIRDIE

CHUN-LI





DAN

DHALSIM

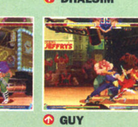
GEN




SODOM

GUY

KEN




CHARLIE (NASH)

ROLENTO

ROSE





RYU

SAGAT

SAKURA






AKUMA (GOUKI)

BISON (VEGA)

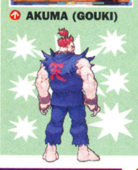
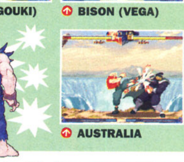
ZANGIEF





A NEW WORLD WARRIOR

Sakura. What a cutie! Ryu is her idol – which means she trains to fight just like him. She's modified her techniques, however. For example her Dragon Punch is preceded by a run up, and three styles of Fireball. Her Hurricane Kick doesn't float along in the same way as her hearthrob's either.


AUSTRALIA

VENEZUELA

NECESSARY CUTS

While Capcom have made every effort to reproduce the arcade game – and then some – there have been some sacrifices this time around. Mostly graphical. First of all the character animation has been reduced – though this is very slight, and only apparent on Zangief. There are no reflections in the puddles of Gen's alley, and the background charas in Ken's stage are mostly statues (in the arcade Strider and his buddies are animated). When competing as Ryu on Guy's stage, where Sakura makes a 'surprise' appearance, there is no hijack scene – the stage begins straightaway with Sakura squaring off against her idol. A less than crucial alteration is the arcade intro, which is displayed as FMV footage.




RINGS AROUND SATURN?



Which of the 32-bit systems boasts the most faithful *SFA2* conversion we can tell you in four weeks. During this time we shall be doing an Arcade PlayStation-Saturn features check, so that you know what November is holding for UK fans.

NEW GAMES





Know what – If you own a PlayStation or Saturn, you'll never own four-player *Mario Kart 64*. You can, however, play eight-player *Street Racer* sometime soon.

STREET RACER

A couple of years back, developers Vivid Image surprised even Nintendo by producing a four-player *Mario Kart* imitation. On a system noted for slow down, simultaneous four-player racing, which includes full-on fighting action between characters, is certainly worth attention.

Now this expertise has been applied to 32-bit adaptations, for which separate teams have been working to highlight the individual strengths of both Saturn and PlayStation. There's also a PC CD-ROM version soon to follow. And Game Boy! CVG recently saw both Saturn and PlayStation versions in action.







OCTO STREET RACER

The main thing Vivid Image are shouting about is that SS and PS *Street Racer* boasts eight-player simultaneous action. Why? Well because they can. We're not sure most people are willing to invest in six extra joypads and two multi-taps for the pleasure – especially since, by VI's own admission, detail and gameplay suffer slightly in four player mode. However it does play, which is something.





The window can be split like this – in boxes – or horizontally. Your choice. The detail remains thanks to the high resolution.



Cripes! Eight-player simultaneous race action! We aim to give this mode a thorough play test.

MAXIMUM CONTROL



Though the gameplay remains precisely the same (like it or loath it – we have mixed views here), new technology has enabled Vivid Image to go crazy with options. During a race there are *Virtua Racing/ Daytona USA* style view modes, ranging from distant to just behind the car. If you feel that eight-player action in split screen is too much for your eyes to handle, there's Micro Mode (guess where this idea came from) which places all cars on one high resolution screen at once. And even this is viewable from isometric or plan perspective. Players who are skilled enough to master three racing classes, are rewarded by a fourth special one. After that... well, we don't want to ruin everything at this stage.





CUSTOM CARTS

It's rare to see developers maximise their game's performance relative to a system's specs. Yet this has been the case with *Street Racer*. We noted a few things which are unique to Saturn or PlayStation, that you might find interesting. For example on PlayStation the car becomes transparent when viewed in chase VR mode, whereas on Saturn the car remains solid. However the Saturn courses are more detailed in terms of surrounding architecture, plus overhead clouds cast moving shadows on the ground. While PlayStation boasts smoother textures in most places, Saturn answers back with pretty gob smacking TRANSPARENT water effects. Both versions run at a super smooth 60-frames-per-second.

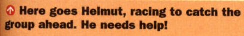




Here goes Helmut, racing to catch the group ahead. He needs help!

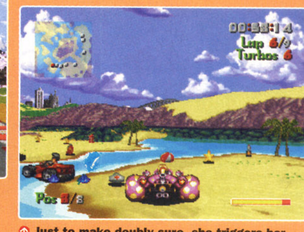


This special move doesn't increase speed, but it makes him feel better.





Surf is feeling hopeful. She might even gain a few positions here.



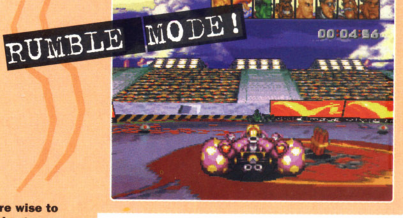
Just to make doubly sure, she triggers her special attack which inflates her wings.

DESTINED FOR THE SCRAP YARD!

The Rumble option in the 16-bit games – soccer played by bashing a huge ball with the carts – is a fun, but pretty lame extra. So for the 32-bit version Vivid Image have transformed it into one big demolition derby. Cart drivers aim to destroy all others by causing an excess of damage, or by forcing them out of the arena. Barriers which surround the fight area can be smashed to make the situation more treacherous.



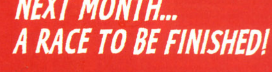




Other drivers are wise to stay clear of this dangerous character, to stay in the ring.



Suzulu needs someone to pass the time bomb onto. Otherwise he'll explode!



Currently there is nothing to show on PC, as some elements need tightening up before going for the driving test. However the game is due across all formats mentioned above this October. So expect more on *Street Racer* next month.



MORTAL KOMBAT TRILOGY

Just as we thought it was all over, it turns out that *Ultimate* is in fact the penultimate 2D *Mortal Kombat* game!

Just as everyone was getting all excited about *Ultimate Mortal Kombat 3*, GT Interactive went and announced that they had the rights to a game of the complete trilogy. No-one knew exactly how the game would work until this first work-in-progress disc was revealed, showing that it includes one version of every single *Mortal Kombat* character, as well as two completely new playable fighters. While it's not likely to convert the usual few *Mortal Kombat* haters, it's bound to become one of the most popular PlayStation games so far!

FORMAT: PLAYSTATION
BY: GT INTERACTIVE
PLAYERS: 1-8 PLAYERS
DUE: NOVEMBER







AAAAAARRRGGHHH!!

This is the screenshot that'll have thousands of *Mortal* maniacs rushing to the toilet!







OVER FIRTY FIGHTERS!

You may think that *Ultimate Mortal Kombat 3* had a big selection of characters – 23 including the 4 secret characters – but *Trilogy* has got a total of 32! The select boxes almost fill the entire screen with fighter heads! The 32 consist of all 23 *Ultimate* characters, plus the four bosses from all the *MK* games, Johnny Cage, Baraka, Raiden, Noob Saibot and Rain! This means that there is a version of every single character who has ever appeared in a *Mortal Kombat* game!



Baraka was always one of the most popular characters in *MK2*, and it's good to have him back!



This is almost like a regular *MK3* screenshot, except for the guy in the net – Johnny Cage!



The combo system is the same as *Ultimate MK3*, so the old favourites all work.



Noob Saibot has got the advantage of being really difficult to see on some stages.



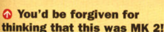
Raiden – the God of Thunder – still uses his powers of lightning to fry his opponents.



Everyone's favourite move from *MK2* is back! Baraka chops away with his blade arms!

WHERE WE USED TO LIVE

As well as two characters directly from Mortal Kombat 2, a few of the old backgrounds are in Trilogy as well. Old favourites like the Dead Pool, Kombat Tomb, and Wasteground are here for fighting on. As well as this, some of the Ultimate Mortal Kombat 3 backgrounds are slightly different to the original versions.



You'd be forgiven for thinking that this was MK 2!



This stage is unfinished, but will include the roaring trees.


The bank has now got a lovely red carpet on the floor!


The game's got the 4 and 8 player modes of *Ultimate*.

JOHNNY CAGE. WINS!

Johnny Cage has been absent from *Mortal Kombat* games since *Mortal Kombat 2* – one reason for this being that the actor who played Cage in *MK*s 1 and 2 – Daniel Pesina – decided that he didn't want to be used any more. In order to bring the character back, Williams have had to re-film another actor, meaning that he looks slightly different to the last Cage!



In *MK 3* there was a Johnny Cage gravestone. But he's alive!


One of the funniest moves is back – the Package Check!



Fights between two Shao Kahns will probably always end up as a slanging match, as the big boss can taunt by pressing D, D, LK!

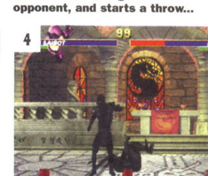
MOVE IT, BOY!

It's not clear whether the new moves seen in the Nintendo 64 version are going to be in PlayStation *MK Trilogy*, like Baraka's new spinning attack, but new moves have been created for the new Noob Saibot already. His best move is where creates a shadow version of himself which runs at the opponent, grabs them, and throws them, leaving the real Noob to follow up with a juggle combo!


1
This move is one of the coolest in an MK game!


2
Noob's double grabs the opponent, and starts a throw...


3
Launching them into the air! The real Noob spins around...


4
And has enough time to catch his opponent with a juggle combo!


Noob's fireball causes the victim to flash white for a few seconds.


All of the old characters' moves are in the game.

PLAY WITH THE BIG BOYS!

One of the biggest features of *MK Trilogy* (quite literally!) is that the four bosses are playable! Goro, Kintaro, Motaro and Shao Kahn can all be played in this version, though it's still not clear whether they are going to be regular or secret characters once it's finished. We have our doubts because they are so basic and powerful – one hit from Goro or Kintaro will take loads of energy and send the other player flying across the screen!





Remember how scary it was when you first met Goro or Kintaro in the old *MK*s? Well now you can play as them!




The bosses are a bit too good at the moment – they can kill other characters in only four hits! This will be sorted out before release.

THE NEW, IMPROVED MORTAL KOMBAT GANG IS BACK!



STAR GLADIATOR

FORMAT: PLAYSTATION
BY: CAPCOM
STYLE: FIGHTING GAME
DUE: OCTOBER (JP)

We covered this back in CVG #175 when the System 11 arcade version seemed almost complete. In the time since, Capcom have made a some changes to it. Nonetheless, we've managed to get hands-on experience of the current version.

Just to recap, the fighters in *Star Gladiator* are a bizarre range of alien and mechanical warriors – ranging from a giant stomping dreadnought robot, to a Mars Attacks-style alien called Saturn. There's even a velociraptor-style fighter.

The game looks stunning. The amount of detail on the fighters, both in polygon-count and texturing is quite staggering. And their movement is incredibly fluid, although quite slow. But with Capcom still working on the play mechanics, it's impossible to judge how this will eventually turn out.

Of most interest is the new control system. Four buttons – vertical attack, horizontal attack, kick and guard – provide a wide range of moves when combined with all manner of joystick commands (fireball motion, up down up down etc). Each fighter has around 20 special moves to their name.

Plus, Capcom have included what they call the 'Plasma Combo' system. These are similar to chain combos, with strings of button presses yielding fast-linking moves. However, a look at one of Capcom's flowcharts of a single character's Plasma Combo has shown us that the range of combos is amazingly diverse.









The arcade release of *Star Gladiator* is imminent in Japan. However, we expect Capcom to hold off on the PlayStation version until the coin-op has gained popularity. So don't expect to see a UK release until next year.







Capcom maintain that this conversion will be even closer than Namco's monumental Tekken 2!

SPOT GOES TO HOLLYWOOD!

FORMAT: PLAYSTATION, SATURN
BY: VIRGIN INTERACTIVE
STYLE: ISOMETRIC PLATFORMER
DUE: OCTOBER

We saw this over a year ago, when it was scheduled for an April 1996 release. But here it is, still in development. Surprisingly, very little has changed. It's still a sprite-based isometric platform game, putting Spot (the mascot of 7UP in America) through a series of levels based heavily on popular movies themes – Indiana Jones, Jurassic Park, Terminator etc. The graphics all look very impressive and there's some superb FMV sequences. But we hear rumours that there's trouble over some of the closer similarities, and there's still a lot of work to be done on some levels. Hopefully though, we'll see the game very soon.





CHAMPIONSHIP MANAGER 2 START OF SEASON DISK

FORMAT: PC
BY: EIDOS
STYLE: FOOTIE MANAGER BITS AND BOBS
DUE: SEPTEMBER

Some of you just seem to love football manager games. Fair enough, we suppose. Anyway, if that means you, the title of this particular add-on disk will no doubt have you in conniptions. Yep, keeping everyone's (who's interested) manager game up to date is this Start Of Season disk, released in September.

MONSTER TRUCK RALLY

FORMAT: PLAYSTATION
BY: PSYGNOSIS
STYLE: DRIVING AND CRUSHING
DUE: JANUARY '97

Monster Truck Rally comes from the same team that made *Destruction Derby*, and are currently making *Destruction Derby 2*. The graphics are already looking brilliant, with some excellent lens flare effects, and realistic movement of the trucks' suspension. There are three main sections of the game so far – car crushing, track racing, and a navigation event where all the trucks set off at once and have to find a certain number of waypoints in order. Though it's still early, the handling of the trucks is great fun and crushing cars is something we all want to do.



ROBOTRON X

FORMAT: PLAYSTATION
BY: WILLIAMS
STYLE: SHOOTING
DUE: NOVEMBER

Robotron X is based on the Williams arcade original of the same name. All of the graphics are now 3D, with a "Virtual Reality" style to them. The gameplay is pretty much the same as before – you need to shoot selected enemies while saving humans, and the controls are similar. The controls are actually quite interesting – the D-Pad moves you around while the four buttons aim your shots, making it different from most games (except *Smash TV*, of course). *Robotron X* is still quite a way from completion, so retro fans will have to stay patient for a bit longer.

BLUE ICE

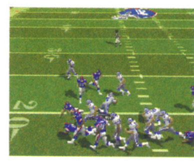
FORMAT:
BY: ART OF MIND
STYLE:
DUE: NOVEMBER

This is an especially surreal, but intriguing puzzle game from a genius design team. The player is presented by a series of static compositions of amazing artistic style, but the idea is not to admire them, but to make sense of them. First objective in most cases is to locate a question mark which gives a clue, then the rest is down to lateral thinking. To give you some idea, one scene features a strange house, in front of which is a pond and a small bush. A 'sickle' moon hangs in the sky. It's possible to click onto this 'sickle', and grab hold of a real sickle which is then used to cut a leaf from the bush... The puzzle becomes much more interesting once you realise that all scenes are linked by some unseen theme. Discover what this is and you are half way to beating the game. Adding to the atmosphere is an amazing range of music from top artists including Future Sound Of London and Duke Ellington.

JOHN MADDEN NFL '97

FORMAT: PLAYSTATION
BY: EA
STYLE: AMERICAN FOOTBALL
DUE: NOVEMBER

John Madden has had a game released every year for as long as most humans can remember, and here's the latest. It's the first to come out on the PlayStation, however, and looks much nicer than any other version so far – the stadium is 3D, and the players are digitised sprites. It plays just like the others, with minor enhancements, and John Madden still shouts "Hey, heck of a play!". More on this next month.



ANIMAL

FORMAT: PC CD-ROM
BY: MICROTIME
STYLE: EAT 'EM UP (HO HO)
DUE: SEPTEMBER

Not about the drummer from the Muppets band (although you can expect plenty of references to him from all the games magazines). Nope, this game is about the Pepperami mascot (who is a Pepperami). However – as we found to our surprise when we saw the game – this isn't the usual knocked-out product license, but looks to be a well-crafted adventure game . Using some brilliant rendered characters and backdrops, visually it captures the quality-animation feel of the ads. And it's got the sense of humour too. There's Yoghurt 'Potstitutes' (chortle) and Disco Biscuits dancing at clubs (ahahahaha). One particularly amusing scene sees Pepperami going to loo only to find he doesn't have a winkle (thank God). If it's as fun as it seems, Animal could be a hit!



We all work on CVGee, CVGee, CVGee. We all work on...



Ever wanted to see a stick of spicey meat drive a car?

DIE HARD ARCADE

FORMAT: ARCADE
BY: AM1
STYLE: SCROLLING BEAT 'EM UP
DUE: NOW

The name of this game can be slightly misleading – it's got no link with the Die Hard films, and it looks and plays far more like a *Streets of Rage* game. The sideways-scrolling fighting is slightly more in-depth than the *Streets of Rage* games so far, as the moves and combos are more like *Virtua Fighter 2* than anything else. There are also loads of weapons and items to be picked up, and they can work together to create new weapons – for example, a spray can will stun enemies, but when combined with the lighter found on the level before, it makes a deadly flamethrower! There are also sections between levels which require fast reactions to take out enemies before they get the chance to tackle you. The two player mode is also great, as the fighters can work together with lots of combined special moves and PPPK-style combos. As this is made on the Saturn hardware ST-V arcade board, the Saturn version will be exactly the same (available just after Christmas).

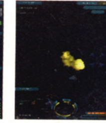


THE DARKENING

FORMAT: PC CD-ROM
BY: ORIGIN
STYLE: SPACE ADVENTURE
DUE: OCTOBER

We'd more accurately describe *The Darkening* as an interactive movie adventure interspersed with real-time 3D spaceship sections. Sounds like *Wing Commander III*, and indeed it's done by the same team. However *The Darkening* promises far more involvement. The space sections are heavily influenced by the likes of *Elite*, with trading, smuggling and piracy all included. Even the on-screen 3D radar is similar. The FMV bits are of a very high-quality too, adding a lot of atmosphere, and featuring the big-name likes of Christopher Walken, John Hurt, Amanda Pays, Mathilda May and Brian Blessed. How well it all fits together to make a gripping space epic remains to be seen, but this could be excellent (especially with Brian in it).

















Hollywood-style cinematics are a sure indication that this is Origin's work. Looks fantastic.

In the swirling vastness of space floats a lone figure, his eight legs crossed, his central orbic eye closed, as he drifts in silent meditation. He is the all-seeing, all-knowing entity known as – THE SCRUTINIZOR!!

It is his cosmic duty to observe all things. Such is his all-encompassing sight, that were he to open his singular eye for but a split-second, his omnipotent brain would shrivel like a sultana! So he remains still, never stirred by the events of the Multiverse. The dawn of new civilisations, the birth and death of suns and planets. Nothing flinches the Scrutinizor. Nothing, except...

Suddenly, two streaking comets flash past. Perhaps they are humanoid-shaped, but move too fast to be sure. The Scrutinizor ponders this happening, but his attention is soon drawn away. Deep within his cosmic frame something shifts. A movement from a region immobile for aeons. His bowel! How could he have been unaware of this event? Bubbles rise through the godlike entity's lower tract and – gripped by fear – he clenches! His roving eye snaps open, only for a blink, but it is enough. Escaping gas ignites and the force of a trillion supernovas rips through the heavens. In a thousand years, the shockwaves will reach Earth...



NOW! BURSTING ONTO THESE PAGES FOR THE FIRST TIME...

BUBBLE BABES

T.O.F.T.L!!!

THE GASSY GIRLS FROM A FAR-FLUNG GALAXY!!

Remember – you read it here first! Intelligent alien life has been encountered! Not on the Moon or Mars, but in a parallel dimension inbetween our very own!

No mere speculation is this. For we here at the CVG Skyscraper, have been visited by ambassadors from the otherworldy capital of Bubblopolis. They are OxyGeena and HydroJenny, collectively known as the Bubble Babes! And their objective here is a simple one – to recarbonate our lives!

Having already proven their powers by scribbling mathematical formulas for previously unknown fizzion technology onto our blackboard, they have since gone into detail about their masterplan.

Unfortunately we didn't hear anything they said, because their pressurised Bubble Aura caused our ears to pop. And our milk to bubble. And our hair to frizz. Even as we write this, our saliva is frothing and we're breathing snot-bubbles out of our nostrils. Their bubble powers truly are extraordinary!

But enough of this bubble burble, tis time the fizzy females spake!



Four thousand years ago, we were queens of Egypt. The greatest ruling scientists on all Earth. We invented the Jacuzzi. Our advanced activities drew attention from beyond our planet and, by means of a cosmic straw, we were sucked into a quadrant known as the Rainbow Islands, where two alien professors known as Bub and Bob showed us how to control our Bubble Auras and taught us the untapped science of Fizziks. Now we wish to share our secrets with you Earthloids. We travelled to your planet in the 19th Century and gave you carbonated soft drinks, but it seems you require even more fizz. So we've popped back!

THEIR MASTERPLAN

We have seen the future. A carbo-nation of fizzy-blooded humans, who travel by bubble-car and communicate by think bubbles. A sparkling paradise powered by the limitless energy of Fizziks. However, first we must develop your Bubble Auras. Fear not, the process is frothy fun. We have created two bubble-building packs – Bust-A-Move 2 and Bubble Bobble. Continuous exposure to these games will ensure your brain is correctly carbonated. Soon your minds will be bubbling over!

BUBBLING OVER!

Clearly these girls mean fizzness. Expect more fizitations from them soon – both in CVG and on the street. In the meantime, keep your eye-bubbles peeled for *Bust-A-Move 2* – out now for Saturn and PlayStation – and *Bubble Bobble* coming soon.

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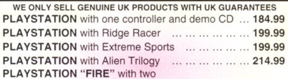
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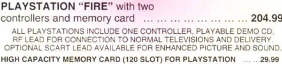
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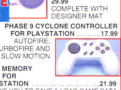
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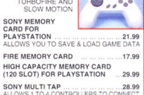
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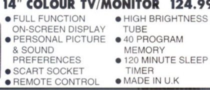
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FREEPLAY

•stop press•

TOKYO GAME SHOW NEWS!

As this issue of CVG went to press, the first day of the Tokyo Game Show began. The most important event on the gaming calendar since, well, since the launch of VF3 last month. Anyway, it's come too late for us to bring you any hot pictures of anything at the show. However, our fatigued correspondent was able to e-mail us some of the first snippets of info about what was there.

First up, the finishedl version of *Fighting Vipers* was revealed! Slight glitching and clipping problems from the previous code have now been tidied up, The speed has also been improved. Most important of all though, there's yet another hidden playable character in the game – a bear!!

Even more exciting, is the first look at the Saturn version of *Virtual On*. The conversion of AM3's one-on-one robot battle-arena game is 40% complete. Definitely expect more on this game next month, includung pictures and development details.



On the PlayStation front, the most exciting news is Capcom revealing *Biohazard* (*Resident Evil*) *2*. It seems there's an *Ecco The Dolphin*-style game lined up. Sony have also developed a visor-style headset for their machine. Takara brought out a similar one – compatible with all games for all systems – a few months back. We never covered it in detail because we never expected to see it over here. However, these things just might pick up now.

Nintendo 64 stuff included *Pro Baseball*, *Cu-On-Pa* (*Endorfun*), the 3D *Doraemon* (blue cat) game, *Turok: Dinosaur Hunter, Blade and Barrel, Rev Limit*, a golf gam, a helicopter game and Squaresoft's *Wonder Project J2*.

Expect a full show report next month, including full picture features on all the most important stuff!

READERS MOST WANTED CHART

With the N64 launched, you're clearly after the next wave of games. *MK Trilogy* is also popular on all systems – even though it's only coming to PS.

1	MARIOKART R	N64
2	TIME CRISIS	PlayStation
3	MK TRILOGY	Saturn
4	ZELDA 64	N64
5	N64 PAL	UK obviously
6	UK TEKKEN 2	PlayStation
7	STREET FIGHTER 3	arcades
8	MK TRILOGY	PlayStation
9	ADIDAS POWER SOCCER	Saturn
10	TOBAL NO.1	PlayStation

Other Most Wanteds include UK *NiGHTS*, *Sonic 3D*, *Street Fighter Alpha 2* on Super NES, any Independance Day game, *Spy Vs Spy* on N64 (?), *One Man And His Droid* on N64 and *Cauldron* on Super NES. Keep them coming in, and remember, if you don't include one we'll bung your mail down the loo and wee on it. You have been warned!

RED-HOT RUMOUR DEPARTMENT!

SONIC EXTREME IN LIMBO!

Rumour has it that *Sonic Extreme* has been put on hold indefinitely. Word is, some Sega executives saw the game in development and didn't think it matched up to the current line-up of Saturn titles. What's more, it seems Yuji Naka is involved in a version of *Sonic Blast* for the Saturn.

X-MEN VS STREETFIGHTER!

Another rumour just surfaced, claims that Capcom are developing a CPS-2 beat 'em up starring the Street Fighters and X-Men. From the X-Men – Cyclops, Wolverine, Storm, Juggernaut and Magneto feature, with Gambit Rogue amd Sabretooth being new characters. *SF Alpha* fighters are Ryu, Ken, Chun-Li, Zangief, Dhalsim, Charlie and M Bison, with a newly drawn Cammy.

The gameplay is said to be close to that of *X-Men*, featuring super-jumps and mid-air combos. Most interesting though, is ability to play two characters at once, switching between them at will using Fierce and Roundhouse. More next month if it's true!

ALL-NEW RGB CABLE FOR N64

On the subject on Nintendo 64s, the most common problem seems to be getting them working on your telly. Well, there's a remedy. Planet Distribution have a special S-video-to-RGB convertor cable that plugs straight into the N64 and connects directly to a Scart TV (any, not just NTSC). What's more, it doesn't require a power supply. Cost is around £30 and the number to call is 0171 537 3333.

SUPER VALUE NINTENDO 64s!

From the amount of calls we've been getting, it seems clear some of you are desperate to get hold of Nintendo 64s, but not at some of the ridiculously extortionate prices currently floating around.

Well, following our importer round-up a few months back, we received a call from an importer offering an exceptional deal on N64s. And here's the deal – the machine, specially scart-converted, with one joypad, BOTH games, and a power-convertor thrown in, for only £450!! An excellent deal! The only hitch is that the shop is in Wales (unless you live in Wales). Here's the contact address. World Games, Twynlldi Art, Glandwr, Barmouth, Gwynedd, LL42 1TQ. Tel – 01341 281 269. Please note, CVG takes no responsibility for any transaction between shops and customers.



Contents

computer and video games OFFICIAL CHART ROUND-UP

UK MULTI-FORMAT SALES TOP 20

THIS	LAST	TITLE	FORMAT	PUBLISHER
1	**1**	**FORMULA 1 GRAND PRIX 2**	**PC CD-ROM**	**MICROPOSE**
2	3	FADE TO BLACK	PLAYSTATION	EA
3	4	INTERNATIONAL TRACK & FIELD	PLAYSTATION	KONAMI
4	9	RIDGE RACER REVOLUTION	PLAYSTATION	NAMCO
5	13	CIVILIZATION 2	PC CD-ROM	MICROPOSE
6	11	SETTLERS 2	PC CD-ROM	BLUE BYTE
7	16	ALIEN TRILOGY	PLAYSTATION	ACCLAIM
8	17	CHAMPIONSHIP MANAGER 2	PC CD-ROM	DOMARK
9	NE	LOADED	SATURN	GREMLIN
10	19	BIOFORGE CLASSICS	PC CD-ROM	EA
11	7	ATLANTA GAMES '96	PLAYSTATION	US GOLD
12	10	COMMAND AND CONQUER	PC CD-ROM	VIRGIN
13	NE	WORMS	MEGADRIVE	SEGA
14	18	LITTLE BIG ADVENTURE CLASSICS	PC CD-ROM	EA
15	RE	MAGIC CARPET PLUS CLASSICS	PC CD-ROM	EA
16	RE	MONTY PYTHON'S HOLY GRAIL	PC CD-ROM	7TH LEVEL
17	NE	NAMCO MUSEUM VOL 1	PLAYSTATION	NAMCO
18	6	ALIEN BREED 3D KILLING GROUNDS	AMIGA	OCEAN
19	12	WARCRAFT 2	PC CD-ROM	ABLAC
20	8	DUKE NUKEM 3D	PC CD-ROM	US GOLD

JAPANESE MULTI-FORMAT SALES TOP 10

1	**TOKI MEKI MEMORIAL**	**SATURN**
2	STAR OCEAN	SATURN
3	GREATEST NINE '96	SATURN
4	POPRO CROIS	PLAYSTATION
5	POWERBALL '96	SATURN
6	BOMBERMAN 4	SATURN
7	DECATHLETE	SATURN
8	HYPER OLYMPICS ATLANTA (TRACK & FIELD)	PLAYSTATION
9	NiGHTS	SATURN
10	SUPER MARIO 64	NINTENDO 64

AMERICAN MULTI-FORMAT SALES TOP 10

1	**ULTIMATE MORTAL KOMBAT 3**	**SATURN**
2	TRIPLE PLAY BASEBALL '97	PLAYSTATION
3	RESIDENT EVIL	PLAYSTATION
4	SIM CITY 2000	PLAYSTATION
5	NHL POWERPLAY '96	SATURN
6	TRACK & FIELD	PLAYSTATION
7	TOSHINDEN 2	PLAYSTATION
8	GUNSHIP	PLAYSTATION
9	SUPER MARIO RPG	SUPER NES
10	FADE TO BLACK	PLAYSTATION

CVG TEAM'S MOST PLAYED GAMES OF THE MONTH

computer and video games

1.	**QUAKE**	**PC**
2.	STREET FIGHTER ZERO 2	PLAYSTATION
3.	VIRTUA FIGHTER 3	ARCADE
4.	NiGHTS	SATURN
5.	MARIO 64	NINTENDO 64

FUN!

COMPUTER & VIDEO GAMES MOST RECOMMENDED!

These may not be the hottest games around or the newest, but these are what we recommend this month for each system.

SATURN UK TOP 5

1	**STREET FIGHTER ALPHA**	**VIRGIN**
2	ULTIMATE MK3	GT INTERACTIVE
3	GUARDIAN HEROES	TREASURE
4	PANZER DRAGOON ZWEI	SEGA
5	VIRTUA FIGHTER 2	SEGA

SATURN IMPORT TOP 5

1	**FIGHTING VIPERS**	**SEGA**
2	STREET FIGHTER ZERO 2	VIRGIN
3	NIGHTS	SEGA
4	VIRTUA FIGHTER KIDS	SEGA
5	SATURN BOMBERMAN	HUDSONSOFT

PLAYSTATION UK TOP 5

1	**F1**	**PSYGNOSIS**
2	RESIDENT EVIL	VIRGIN
3	NAMCO MUSEUM VOL 1	NAMCO
4	TRACK AND FIELD	KONAMI
5	TEKKEN 2	NAMCO

PLAYSTATION IMPORT TOP 5

1	**STREET FIGHTER ZERO 2**	**SONY**
2	TOBAL NO.1	SQUARESOFT
3	TEKKEN 2	SONY
4	BIOHAZARD	CAPCOM
5	KING OF FIGHTERS '95	SNK

PC TOP 5

1	**QUAKE**	**ID SOFTWARE**
2	SYNDICATE WARS	BULLFROG
3	DUKE NUKEM 3D	U.S.GOLD
4	FORMULA ONE GRAND PRIX 2	MICROPOSE
5	C&C: COVERT OPS	VIRGIN

NINTENDO 64 TOP 3

1	**MARIO 64**	**NINTENDO**
2	PILOT WINGS 64	NINTENDO
3	ANOTHER CONTROLLER*	NINTENDO

MEGADRIVE TOP 3

1	**SONIC 3**	**SEGA**
2	VIRTUA RACING	SEGA
3	SONIC AND KNUCKLES	SEGA

SUPER NES TOP 3

1	**SUPER MARIO WORLD**	**NINTENDO**
2	MARIOKART	NINTENDO
3	SUPER GHOULS 'N' GHOSTS	NINTENDO

ARCADE TOP 5

1	**VIRTUA FIGHTER 3**	**SEGA**
2	PROPCYCLE	NAMCO
3	GUNBLADE NY	SEGA
4	VIRTUAL ON	SEGA
5	DAYTONA USA	SEGA

* YOU'RE GONNA NEED FOUR FOR MARIOKART!

TOP 10 THINGS ED GOT FOR HIS BIRTHDAY (15TH AUGUST)

1. A HAIRCUT
2. SOME SHELVES
3. 'ORIGIN OF CRABS' BOOK
4. CARRIER BAG OF SWEETS
5. BELT HANGER
6. 'EDWARD' EGG CUP
7. 'EDWARD' KEY RING
8. A CLOWN CAKE
9. 'SONGS FOR LITTLE CHILDREN' LP
10. A JUNKBOX

VIDEO GAMING

Dave Kelsall's Retro Computer Cabin

Its official this month... "OLD GAMES ARE GREAT"... so there! That's it... no room for any intro waffle from the Micro Goblin this month.

Though *SPACE WAR* by Steve Russell was the first ever computer game, Nolan Bushel's *PONG* was the first ever commercial video game (in other words it didn't need a massive mainframe computer to run it). It's highly unlikely that you'll find an original cabinet (give me a ring if you do) though some excellent home versions can be snaffled up at car boot sales etc... for as little as £2.00. I got hold of a BINATONE TV MASTER MK IV and a Grandstand (see compo) though all models are very similar—a small placcy box with a few switches and a couple of weedy looking paddles. All the games are built in—usually comprising of football/ tennis/ hockey etc... with a few incorporating a gun for simple target practice. Don't be put of by the simplistic nature of these games because they're still strangely addictive (in a passing a dot from one end of the screen to the other kind of a way) and are beginning to be very collectable, if you can find one in decent condition (don't see compo!).

Great graphics maketh not a game... thank gawd!

SPY VS SPY – THE ISLAND CAPER is a concept just gagging to be updated for the 90s. The game (available on most formats) is set on a deserted tropical island where the spys have to locate three parts of a crashed XJ4.5 missile, rebuild it and then escape from the island by submarine. The black and white spys (who originally appeared in MAD™ magazine in 1960) are each controlled by the two players in a brilliant split level display called Simulvision™, which means that occasionally they move onto the same part of the Island where a sword fight begins – you also get to see the results of any booby traps or bombs you may have hidden with your Trapulator™ to hamper your opponent's progress. With a host of natural disasters, brilliant traps to concoct and a very tough one player mode this or any of the *SPY VS SPY* series come highly recommended.

SPY VS SPY:THE ISLAND CAPER- the game you play dirty to win!

THE INCREDIBLE HULK™ was the first in a highly successful run of Scott Adams Questrobe adventure games. You control the intellect of Bruce Banner and the savage might of ol' jade jaws himself ... your objective... to unlock the riddle of the chief examiner and... survive. Featuring limited locations, but tons to do in them *THE HULK™* is a welcome return to the days when you tapped in English commands to move from locations and interact with different characters. Though sometimes horribly frustrating, the mix of comic book hero, fascinating plot and cool graphics make any of the Questrobe series a decent purchase. In fact, if you're after decent adventure games I also recommend *TWIN KINGDOM VALLEY* for the C64 and BBC B, any Level 9 or Infocom adventure—especially *THE LEATHER GODDESS OF PHOBOS* for the Amiga (brilliant packaging), *THE PAWN* on the C64, the Spectrum classic *THE HOBBIT* and all the old Acornsoft text adventures for the BBC and Electron.



WIN! A GRANDSTAND 3600 MK III: VIDEO SPORTS CENTRE

Yup, six exciting fun games with 'electronic console control'... in COLOUR —wrapped up in a tatty old brown box from my local car boot sale. In other words PONG. To win this slice of Video Games history just answer this question:

Q: What was Miner Willys housemaid called in the Sinclair Spectrum classic *JET SET WILLY?*

Send your entries to "I WANT A GRANDSTAND" at the usual address.

TRASHMAN by New Generation software has established itself as a classic since its launch in 1984 (well, it has to me anyway). You're a dustman collecting bins and emptying them into your cart (excited yet?). There is a time limit to each street (starting with five bins from Montague road) which is depleted every time you muck up by treading on the householders grass or wandering into a bush Though the limit increases if you are efficient at emptying a house's trash. Hazards include nasty little dogs, pavement cyclists, traffic and drunks, to name but a few, and I do admit that unless you've played *TRASHMAN* it all sound like a right load of jabberclackers, but trust me it's brilliant fun and won quite a few awards. Avoid the sequel *TRAVELS WITH TRASHMAN* cos that ***was*** rubbish.



TRASHMAN over here. In the States version "GARBAGE GOBBLER"!!!

Who remembers the PI MAN – or the huge prize of a golden sundial offered for the first person to complete his PIMANIA Spectrum adventure game? Well it was finally found on July 22nd 1985, two years after the game was released by Sue Cooper and Lizi Newman on the Seven Sisters cliffs between Seaford Head and Beachy Head. I have no idea how they managed it cos it was so flippin obscure. Mind you they were School teachers and I'm just a thick old turd.

Place your thumb here for nostalgic 'ROM Cartridge' effect

In KONAMI'S COMIC BAKERY on the MSX you are a master baker trying to make a cake (did Paul Davies think of all these plot lines). To do this you have to run the dough along conveyor belts through to the furnaces! Unfortunately evil racoons are out to steal the dough by switching off the conveyors and swiping the dough, though you can leap up with your rolling pin and wack 'em on the snout. I personally love these sorts of games and Konami were responsible for some classics on the MSX including *TIME PILOT, HYPERSPORTS, TRACK & FIELD, MIKIE* and *ANTARTIC ADVENTURE* to name but a few. Some even came out on cartridge, though if you find any expect to pay anything up to £20-£30 for the good uns because they're very hard to get hold of!

KONAMI were behind some of the cutest games ever!

HMV's LEVEL ONE RETRO GAMING EXHIBITION IS ON FROM MON. DAY OCTOBER 21ST TO NOVEMBER 2ND AT 150 OXFORD STREET, LONDON. DON'T MISS IT.

Next month you've got two pages of old games (plus a calculator special) to look forward to in the CVG: 15 years bumper annual of computer stuff!

OLD ARCADE P.C.B's ALERT!!!

You may remember Si Green from last month's column—he's the one from N.B.AUTOMATICS selling old arcade machines and stuff. Well not only is he continuing to do all that but also he's scouring the country for old P.C.B.s that you can play through a supergun thingy! N.B.A. will also repair your clapped out or broken old boards and if you've got nothing to play them through they're developing their own machine that will let you play JAMMA arcade boards through a T.V.

While I was last down there, they'd just taken delivery of a Japanese SPACE INVADERS, with coloured strips, Jap text and a set of original TAITO keys to get the dosh out! Dribble, dribble... PHONE: 0973 720312 or 01952 242097 for more details.

P.S. We got a BURGERTIME DELUXE from Simon and its ace. (Review next month).

CABIN FREEPLAY CLASSIFIED

"RETROGAMES" No.5 IS OUT (MORE VECTREX) AND HUNDREDS OF GAMES AND SYSTEMS FOR SALE: PHONE 0181 203 8868.

THOUSANDS OF CLASSIC OLD GAMES ARE AVAILABLE FROM M.YATES, 42 ROSE LANE, CHADWELL HEATH, ROMFORD ESSEX, RM6 5JU. TEL: 0181 556 3860. TELL HIM CVG SENT YOU FOR THE CHANCE TO WIN A MONTHLY SURPRISE PRIZE.

Thanks to Matt Fox, Andrew Gordon and Richard Whitelock for the Great Giana Sisters games!

COMPOS: David Edwards from Cheltenham gets the Vectrex T-shirt and Stephen Sharp from Prestwood, a few Activision games are on their way to to you.

ARCADE AND SATURN MOVES GUIDE

VF KIDS

V ***F Kids*** **is out officially any day now, and we recommend that anyone who's missed out on the** ***Virtua Fighter*** **series picks it up as soon as possible. This moves list is as complete as they come, and will work on the arcade and Saturn versions of both** ***VF Kids*** **and** ***VF 2.***

KEY

There are notes stating if the move can only be performed at certain times and the numbers at the end show how much damage – as a percentage – the attack does if it connects.

↖ ↑ ↗ ← → ↙ ↓ ↘	*Tap the direction shown (for characters facing right. If facing left then you must reverse the controls).* G - Guard, P - Punch, K - Kick
+	*A plus sign means to push the two buttons or directions at the same time. If there isn't a plus sign linking directions or buttons they should be pressed in sequence.*
↓ (dark arrow)	*This means that you should hold the direction.*
	B - Behind opponent; A - Facing away; F - Floored opponent; C - Close to opponent; CR - Crouching opponent; S - Start PPPK combo

TO DO AKIRA'S STUN PALM OF DOOM

One of the best things in the ***VF*** **games is being able to "buffer" certain moves. This means that while one move is being done on-screen, another is being performed so that it comes out faster than usual. It takes practice and must be done very quickly. The best of these buffered moves is Akira's Stun Palm of Doom. To do it, get close to your opponent and press G+P+K, then B, DF+P+K, then B+P. Do this sequence as fast as humanly possible to perform an awesome three-hit combo!**

TO SELECT YOUR VICTORY POSE

When you win a round, you can choose which of your three poses to do by holding A, B, or C during the replay until the pose starts. The fourth pose can only be done if you win with a perfect victory.

KIDS COMBOS

Because of the increased speed of the game, and the slightly different weight to the characters, certain moves can be linked in ***VF Kids*** **that couldn't be linked in** ***VF 2.*** **For example, a standing kick which knocks someone over can be linked with a standing punch or even a kickflip – something completely impossible in** ***VF 2.*** **Also, as the knee attack (usually F+K) knocks people in the air for longer than before, it's a lot easier to use it to start floating combos. There's not a lot of advice we can offer other than to experiment, as there are too many combination possibilities to list here.**

TO PLAY IN WIRE-FRAME MODE

To get the view just behind your see-through player, choose your character, then hold the L button down until the fight begins. All the controls remain exactly the same as usual.

AKIRA

TECHNIQUE	METHOD
Two high punches	P P
High punch, high kick	P K
Elbow	→+P
Dashing elbow	→ →+P
Dashing elbow (other arm)	→ → →+P
Dashing palm strike	↓ (hold) →+P
Jumping straight kick	→ →+K
Double jumping straight kick	→ →+K K
Power uppercut	↘ ↘+P
Two-handed push	↓ (hold) ← →+P
Gut punch	G+P+K
Block breaker	→+G+P
Punch	↘+P
COUNTER *High P or K counter*	G ←+P
COUNTER *Mid P or K counter*	G ↙+P
COUNTER *Low P or K counter*	G ↓+P
THROW	G P
THROW	↙ → P
THROW	← ↘ P K
THROW	→ ← → P K
THROW	← G P
THROW	↓ G P
THROW	↙ G P
THROW	← ↓ G K
THROW	← → → P K

PAI

TECHNIQUE	METHOD
Two high punches	P P
High punch, high kick	P K
Two high punches, high kick	P P K
Three high punches	P P P
Three high punches, roundhouse	P P P K
Three high punches, sweep	P P P ↓+K
Three high punches, kickflip	P P P ↖+K
High jab	↙+P
Mid punch	↘+P
Spinning roundhouse	G+K
Reverse spinning roundhouse	←+G+K
Spinning sweep	↓ (hold)+G+K
Kickflip	↖+K
Finger poke	← ←+P
High kick	→ (hold)+K
Dashing high kick	→ →+K
Jump kick	↗+K
Double Jump kick	↗+K K
Punch	↘+P
Rising spin kick	↓ (hold) RELEASE K
COUNTER *High P or K counter*	←+P
COUNTER *Mid P or K counter*	↙+P
THROW	G P
THROW	→ ↓ P
THROW	← → P
THROW	→ → P K
THROW	← ↓ G P
THROW	→ G P K

VIRTUA FIGHTER KIDS – BILLIONS OF MOVES!

FREEPLAY







TO DO JEFFRY'S TELEPORT!

There's a slight bug in the game which lets Jeffry teleport across the arena! It only works if the other player is Shun and they sit down (D, D). Then, Jeffry has to press DF+G+P+K at the same time to grab Shun from anywhere in the ring!



LAU

TECHNIQUE	METHOD
High punch, roundhouse	P K
Two high punches	P P
Two high punches, roundhouse	P P K
Three high punches	P P P
Three high punches, roundhouse	P P P K
Three high punches, sweep	P P P ↓+K
Three high punches, kickflip	P P P ↗+K
Mid elbow	→+P
Mid punch	↘+P
Overhead punch	↙+P
Uppercut	↓+P
Dashing mid punch	↘ ↘+P
High kick	⇥+K
Spinning roundhouse	G+K
Spinning sweep	↓+G+K
Rising spin kick	↓ RELEASE K
Kickflip	↖+K
Double kick	→ ↓+K
Cartwheel kick	↗+K
Jump kick	↗+G+K
Spinning stomp	↘+K
THROW [illegible]	G P
THROW [illegible]	← P
THROW [illegible]	← → P
THROW [illegible]	← ↓ G P

WOLF

TECHNIQUE	METHOD
High punch, high kick	P K
Two high punches	P P
Two high punches, uppercut	P P P
Two high punches, elbow	P P →+P
Uppercut	↘+P
High chop	←+P
Mid punch	→+P
Jumping knee	→+K
Running clothesline	→ →+P
Shoulder charge	← →+P
Flip uppercut	↓ →+P
Drop kick	↗+K
Low drop kick	→ ↓ K
Forearm smash	←+P+K
Scissor kick	G+K
Reverse kick	→+G+K
Jump kick	→ →+G+K
Somersault kick	← →+G+K
Elbow drop	↘+P
Somersault slam	↑+K
COUNTER Mid kick grab	↙+P
THROW [illegible]	G P
THROW [illegible]	→ P
THROW [illegible]	← ↙ ↓ ↘ → P
THROW [illegible]	↗ G K
THROW [illegible]	↘ ↘ P K
THROW [illegible]	G P
THROW [illegible]	G P K
THROW [illegible]	↙ G P K
THROW [illegible]	↓ G P
THROW [illegible]	↘ G P K

JEFFRY

TECHNIQUE	METHOD
High punch, high kick	P K
Two high punches	P P
Two high punches, uppercut	P P P
Uppercut	↘+P
Two uppercuts	↘+P P
Uppercut 2	↘+P
Low elbow	→ →+P
Low elbow, uppercut	→ →+P P
Mid elbow	→+P
Mid elbow, arm hammer	→+P ←+P
Straight kick	↓+K
Straight kick, arm hammer	↓+K P
High straight kick	→ →+K
High stomp	→ ↓+K
Poke	↓+P+K
Knee	→+K
Headbutt	→+P+K
Dashing headbutt	↙ →+P+K
Bottom butt	G+P+K
Two-handed overhead hit	← ↘+P
Overhead elbow	← →+P
Kick, sp mountain ↓ K	↓↘→ G+P+K
Stomp	↘+K
THROW [illegible]	G P
THROW [illegible]	→ P
THROW [illegible]	↘ ↘ P K
THROW [illegible]	← G P
THROW [illegible]	← → → G P K
THROW [illegible]	← → P K
THROW [illegible]	Above, then → P K
THROW [illegible]	Above, then → P+K
THROW [illegible]	G P
THROW [illegible]	↓ P
THROW [illegible]	↓ → K
THROW [illegible]	↘ G P K



KAGE

TECHNIQUE	METHOD
High punch, high kick	P K
Two high punches	P P
Two high punches, high kick	P P K
Two high punches, uppercut	P P P
2 high punch, up'cut, spinkick	P P P K
2 high punch, up'cut, kickflip	P P P ↖+K
Elbow	→+P
Hook	↙+P
Kickflip	↖+K
Jumping kickflip	↖+G+K
Jumping knee	⬇ → K
Sweep	→ →+K
Two foot sweep	←↙↓+K
Overhead swipe	⬇ →+P+K
Overhead swipe, chop	⬇ →+P+K P+
Swipe	← →+P+K
Swipe, chop	← →+P+K P+
Low swipe	↓+P+K
Low swipe, chop	↓+P+K P+K
Spin kick	↓+G+K
Dashing spin kick	←+G+K
Jumping spin kick	→ →+G+K
Jumping dive	→ →+G+P+K
Reverse high kick	← ←+K
Overhead chop	← ←+P
Reverse low trip	← ←+G+K
Reverse uppercut	← ←+G+P
Forward roll	←↙↓↘→
Backward roll	→↘↓↙←
Forward roll and sweep	←↙↓↘→+K
Backward roll and sweep	→↘↓↙←+K
Floating roll	⬈+K
Leg drop	↘+K
COUNTER High punch wrist throw	↓+P
THROW	G P
THROW	G P K
THROW	← P
THROW	G P

EVEN GOOD GUYS BLOW IT! OOOHOHAHA!

SARAH

TECHNIQUE	METHOD
High punch, high kick	P K
High punch, high kick	P ↓+K
Two high punches	P P
Two high punches, high kick	P P K
2 high punches, uppercut	P P P
2 high punch, up'cut, knee	P P P K
2 high punch, up'cut, kickflip	P P P ←+K
2 high punch, up'cut, jump kick	P P P ↑+K
Uppercut	↙+P
Mid elbow	→+P
Low punch, knee	→+P K
Knee	→+K
Knee, high knee	→+K ↘+K
Double lightning kick	↘+K K
Triple lightning kick	↘+K K K
Straight kick	↓+K
Straight kick, side kick	↓+K K
High kick, high punch	K P
High knee	⬇ →+K
Dashing knee	→ →+K
Low side kick	⬇+G+K
Mid overhead kick	↙+G+K
Kick flip	↖+K
Back fist	↘+P
Two hit kick	←+K
Jumping spin kick	↑+K
Forward jumping spin kick	↗+K
High forward jump' spin kick	↗+G+K
Spin kick	⬇ ←+K
Double spin kick	⬇ ←+K K
Spinning roundhouse	G+K
Hopping high kick	↙+G+K
Jumping spin kick	← ←+K
Back fist	← ←+P
Kick	↘+K
THROW	G P
THROW	→ → P
THROW	G P



JACKY

TECHNIQUE	METHOD
High punch, spin roundhouse	P K
High punch, side kick	P K
High punch, spin sweep	P ↓+K
Two high punches	P P
Two high punches, high kick	P P K
Two high punches, uppercut	P P P
Two high punches, back knuckle	P P ←+P
Two high punches, elbow	P P →+P
2 high punches, elbow, high kick	P P →+P K
Back knuckle	←+P
Double back knuckle	⬅+P P
Back knuckle, low back knuckle	←+P ↙+P
Back knuckle, spin roundhouse	←+P K
Back knuckle, spin sweep	←+P ↓+K
Mid elbow	→+P
Mid elbow, high kick	→+P K
Low back knuckle	↙+P
Low back knuckle, spin sweep	↙+P ↓+K
Hook	↘+P
Quick hook	G P
Knee	→+K
Straight kick	↓+K
Downward kick	←+K
Kick flip	↖+K
High straight kick	→ →+K
Double roundhouse	K K
Spin roundhouse	G+K
Spin roundhouse, spin sweep	G+K ↓+G+K
Low straight kick	↓+G+K
Spinning mid kick	← → G+K
Swipe	P+K
5-Hit lightning kick	↓+P+K K K K K
Spinning hook	← ←+P
Spinning roundhouse	← ←+K
Kick	↘+K
THROW	G P
THROW	→ → P
THROW	→ ← P K
THROW	G P



TO PLAY AS GOLDFISH DURAL

To make Dural see-through with a fish in her head, select her as detailed below, then hold the C button until the game begins. Two players can do this at once if they want, but they'll both look exactly the same.

TO PLAY AS SILVER BABY DURAL

To play as the final boss, Dural, go to the character select screen and press Down, Up, Right, A+Left. The character portrait will change to Dural.

TO PLAY AS GOLD BABY DURAL

To play as a gold version of Dural, go to the character select screen and press Down, Up, Left, A+Right. The portrait will change as before.

TO FIGHT AGAINST GOLDFISH DURAL

Set the game difficulty to the hardest setting and get through to Dural. She'll have the strange fish in her head.

SHUN

TECHNIQUE	METHOD
Mid punch, mid kick	P K
Two mid punches	P P
Two mid punches, uppercut	P P P
Uppercut	↘ + P
Dashing low punch	⬊ + P
Spinning mid punch	← + P
Dashing triple punch	→ + P
Low reverse elbow	↙ + P
Double uppercut	↓↘→ + P
kick and fall	← + K
Low turn kick	↙ + K
Low turn kick and fall	↙ + K G
Two hit low turn kick	↙ + K K
Two hit low turn kick and fall	↙ + K K G
Cartwheel kick	→ → + K
Double kick and fall	↙ ↙ + K
Jumping scissor kick and fall	↗ + K
Jumping spinning punch	↗ + P
Heel kick	P + K
Back punch and fall	↑ + P
Two-handed push	P + K
Jumping back kick	G + K
Jump' back kick, 2 handed push	G + K P
Sweep	⬇ G + K
Scorpion kick	↓ + G + K
Triple hop kick	← + G + K
Hop back	← + G
Hop back, punch	← + G P
Hop diagonally back	↙ + G
Hop diagonally back, punch	↙ + G P
Hop diagonally back, punch x2	↙ + G P + K
Hop diagonally forward	↘ + G
Stand on head	→↘↓↙←
Upside down kick	K When standing on head
Sit down	↓ ↓
Rising low kick	K When sitting down
Multiple sweeps	↓ + P + K K K
THROW	G P
THROW	G P K

D

LION

TECHNIQUE	METHOD
High punch, high kick	P K
High punch, elbow	P P
High punch, elbow, backfist	P P P
Uppercut	↘ + P
Uppercut, overhead punch	↘ + P P
Low punch	⬊ + P
Two low punches	⬊ + P P
Mid elbow	→ + P
Knee	→ + K
Spinning uppercut	↑ + P
Jumping overhead punch	↗ + P
Somersault kick	↗ + K
Jumping spin kick	↑ + K
Double jumping spin kick	↑ + K K
Rising mantis punch	← + P
Low jab	↙ + P
Two low jabs	↙ + P P
Jumping punch	→ → + P
Low strike	G + P
Hand trip	↘ + G + P
Mantis punch	→ + G + P
Two low kicks	↓ + K K
Low kick, high spin kick	↓ + K G + K
Sweep	↓ + G + K
Dashing sweep	↘ + G + K
Dashing sweep, mid spin kick	→ → + G + K
Two-footed kick	↓ ↓ + K
Sidestep, punch	G → + P
Sidestep, hand trip	G ↘ + P
Sidestep forward	↘ + G
Sidestep backwards	↙ + G
Jumping spin kick	← ← + G + K
Spinning punch	← ← + P
Reverse kick	← ← + K
THROW	G P
THROW	← P K
THROW	→ → G P
THROW	→↘↓↙← G P
THROW	G P

DURAL

TECHNIQUE	METHOD
Two high punches	P P
High punch, high kick	P K
Two high punches, high kick	P P K
Mid elbow	→ + P
Elbow, kickflip	→ + P ↖ + K
Elbow, knee	→ + P K
Two high punches, elbow	P P → + P
2 high punches, elbow, kickflip	P P → + P ↖ +
Elbow, arm hammer	→ + P ← + P
Dashing elbow	→ → → + P
Jumping poke	→ ← → → + P
Back push	← → → + P + K
Dashing headbutt	↙ → + P + K
Knee	→ + K
Jumping knee	⬇ → + K
Jumping straight kick	→ → + K
Double jumping straight kick	→ → + K K
Kickflip	↖ + K
High kickflip	↖ + G + K
Low kickflip	↖ ↖ + K
Jumping kick	↗ + K
Double jumping kick	↗ + K K
Slide tackle	↙ + K
Spinning high kick	← + G + K
Rising spin kick	⬇ + G + K
Jumping triple kick	→ → + G + K
Jumping dive kick	→ → + G + P + K
Backward roll	→↘↓↙←
Backward roll and sweep	→↘↓↙← + K
Punch	↘ + P
Stomp	↘ + K
COUNTER High punch	↓ + P
COUNTER High punch or kick	G ← + P
COUNTER Mid punch or kick	G ↙ + P
COUNTER Low punch or kick	G ↓ + P
THROW	G P
THROW	↙ → P
THROW	← → P
THROW	G P K
THROW	← P
THROW	→ → P
THROW	← G P
THROW	↘ ↘ P K
THROW	↗ G K
THROW	←↙↓↘→ P
THROW	↘ G P K
THROW	G P
THROW	← ↘ P K
THROW	→ ← → P K

My name is Hunter and i woz Tom's dog and i give a bone to my favourite picture. Woof.

drawinz wot you dun

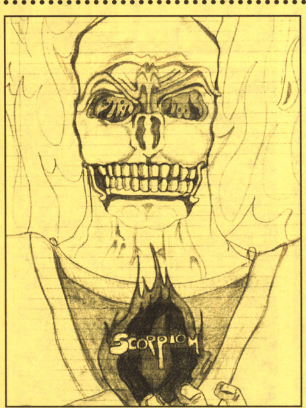
Oh my gawd ! You won't believe the drawings we've 'ad this month here's just a few.

KEY

Pictures wot have been traced or copied or knocked up in 5 minutes get a turd. DONT DO IT!

Originality, creativity, style, fun, and not copied straight off another magazine. DO IT MORE!

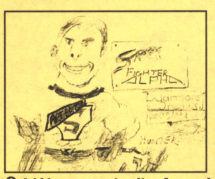
After a gruelling month of torment and frustration from my master, mentor and companion Mr Smith. I'm glad to say we finally see eye to eye. To celebrate our new found friendship he lets me pick the nits from Phil's back and palms as well as the splendid art for these pages.



Now, we receive so many Mortal Kombat pictures that we can only print a selected few. Here is one of the more original drawings of the month. Thanks to Jonathon Wynne.



Sakura doesn't say 'Sho Ryu Ken' normally. Artistic license I suppose. Nice art Ian Dodd!



A hideous monstrosity of a man! I recognise that mouth. Thanks a lot Simon Russell.



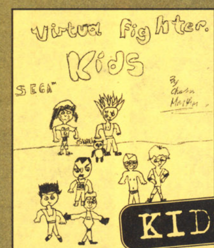
Superb piece this, courtesy of Steven James. I especially like his trainers, just like mine! (lie)

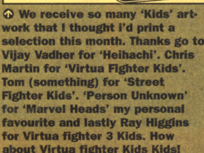
drawinz wot you dun

KIDS SPECIAL

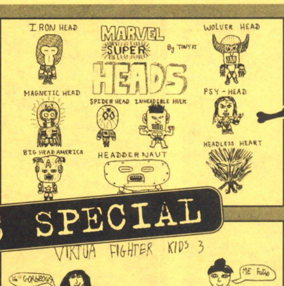








We receive so many 'Kids' artwork that I thought i'd print a selection this month. Thanks go to Vijay Vadher for 'Heihachi'. Chris Martin for 'Virtua Fighter Kids'. Tom (something) for 'Street Fighter Kids'. 'Person Unknown' for 'Marvel Heads' my personal favourite and lastly Ray Higgins for Virtua fighter 3 Kids. How about Virtua fighter Kids Kids!

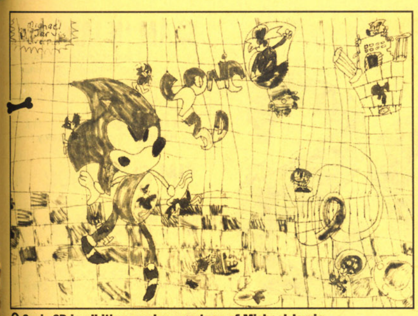






This Quake logo deserves a special mention. It really is very good. Especially as it's by one of our younger readers. Oliver (something) aged 7.

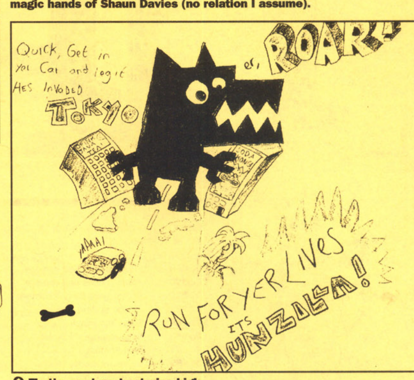
FREEPLAY



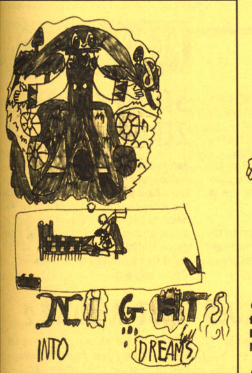
Sonic 3D in all it's spender, courtesy of Michael Jarvis.



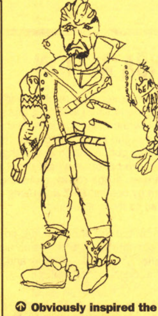
Paul and Ed in an every day office scenario. Brought to life by the magic hands of Shaun Davies (no relation I assume).



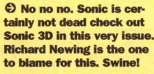
That's me, twenty stories high, yeah, so don't forget it! Daniel Foster is the one to thank here.

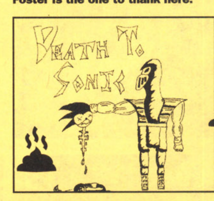


Nights eh! You either love it or hate it! If I hear that music one more time... Well, like most, Ray Higgins quite clearly loves it and here is masterpiece to prove it.



Obviously inspired the fantastic artwork in Konami's Kumite. Thanks Mr Christopher Reed.





No no no. Sonic is certainly not dead check out Sonic 3D in this very issue. Richard Newing is the one to blame for this. Swine!

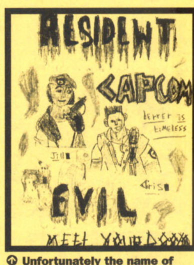
Now, I'm quite sure that Sonic and Mario are the best of friends in real life, they're just pretend to fight. By Matthew Oconnor.



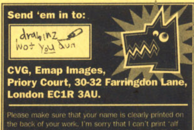
Hello, I like the look of these two. Well proportioned piece of work! Well done Harry Shabbir.



Excellent drawing this. I don't know if it has been copied or drawn from imagination but it's flipping good anyway. Top marks Kenric N.



Unfortunately the name of this artist is unknown. Good work whoever you are.



Send 'em in to:

drawinz wot you dun

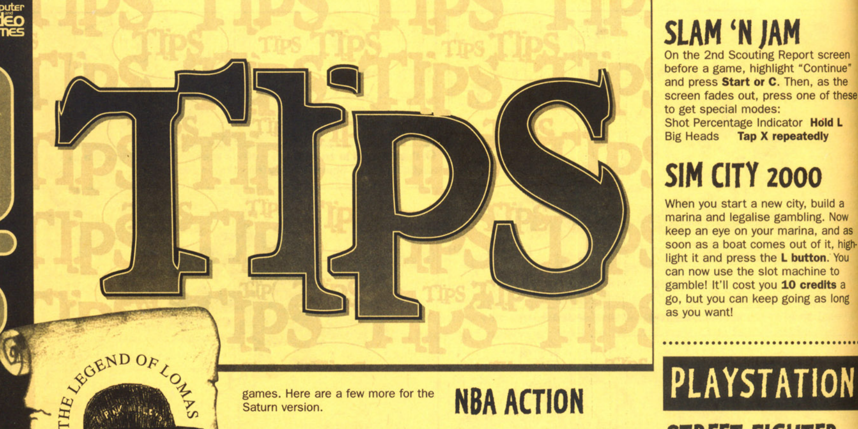
CVG, Emap Images, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

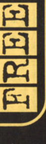
Please make sure that your name is clearly printed on the back of your work. I'm sorry that I can't print 'alf the work we get, but we do enjoy looking at it all! Arf!

drawinz wot you dun

FREEPLAY







THE LEGEND OF LOMAS

Greetings, earth people. Me maargical galleon be bustin' at the seams with all the fine tips in the hold. Of course, I don't want to be sharin' any o' my treasures with you, so 'ere are some baad tips instead. If you've got any amazing secrets for new games, tell me where they are in the form of a letter, and I'll be tellin' everyone else. Ha haaaargh.!

Send your tips, cheats and players guides to:

TIPS SECTION,
CVG MAGAZINE,
PRIORY COURT,
30-32 FARRINGDON LANE,
LONDON, EC1R 3AU.

Or E-Mail Ed at: elomas@candvg.demon.co.uk

SATURN

ULTIMATE MORTAL KOMBAT 3

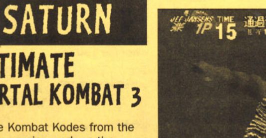
All the Kombat Kodes from the arcade version work on the Saturn version too (we printed them in issue 175), but there are some which are only in the Saturn and PlayStation home games. Here are a few more for the Saturn version.

390-000	Player 1 does half damage
000-390	Player 2 does half damage
390-390	Both players do half damage
722-722	Combo system enable
321-789	Super run jumps
555-556	Special moves disabled
040-404	Real Kombat
024-689	Super endurance mode
975-310	Regenerate power bars



ATHLETE KINGS

Just a little, pointless "thing" for you. On the events where the blimp appears in the background, use the second controller to change its direction by pressing the **R button**.



◄◄ Moving the blimp may be good fun, but next month – a secret character!

NBA ACTION

To get a secret "Free Floating" camera mode when watching replays, follow these instructions. First, pause the game and choose the **replay** option. Go to the change camera option and hold the **R or L button**. In the replay, move the camera by holding **R+Z** and using the **D-Pad** to move it around.

To switch the ends around, go to the main play menu screen and highlight Select Court. Now hold **R** and press **Z** to change the position.

GUARDIAN HEROES

Richard Fowlie from Aberdeen is here to tell everyone how to get a hidden fight in *Guardian Heroes*. "On stage 27 (Clockwork Strategy) when you are fighting the 3rd group of enemies, keep on running right. Make sure there's at least one enemy alive or the level will end. After running right a while you should meet P. Silver and 2 Village Gods. Remember you have to run quite a bit for this to work." Thanks Richard.



Mikey Stewart from West Bromwich has written in to say that the map we printed in issue 175 has an error on it. Grrr. Apparently, we left off the second choice from stage 18 which leads to stage 25. Get out your back issues and felt tips now and doodle it on.

SLAM 'N JAM

On the 2nd Scouting Report screen before a game, highlight "Continue" and press **Start or C**. Then, as the screen fades out, press one of these to get special modes:

Shot Percentage Indicator **Hold L**
Big Heads **Tap X repeatedly**

SIM CITY 2000

When you start a new city, build a marina and legalise gambling. Now keep an eye on your marina, and as soon as a boat comes out of it, highlight it and press the **L button**. You can now use the slot machine to gamble! It'll cost you **10 credits** a go, but you can keep going as long as you want!

PLAYSTATION

STREET FIGHTER ZERO 2

Jaffey Masson (I think that's his name) and **B.J. Zani from Aberdeen** have figured out how to fight against the extra-tough version of Gouki. You need to get three Perfect finishes in a row at the start of the game, then go on to finish the game with at least three Super combo finishes. Thank you sirs.

BUST-A-MOVE 2

Go to the title screen and press **R1, Up, L2, Down** and a small, green bird appears in the bottom right corner of the screen. Now start a new game and the words "Another World" will be in the bottom left corner. The game will now play slightly differently, with a faster pointer. If you now beat the computer in a game of "Player Vs. Computer", you can select your character next time.

RETURN FIRE

In addition to last month's one-player codes, these can be used to get the later stages in two-player mode. The key is the same as before:

U	Umbrella
Bd	Bird
Bf	Butterfly
F	Flower
S	Smiley Face
Cu	Cup
R	Rabbit
T	Teddy Bear
Cl	Clover
H	Heart

2 Bf, U, T, H
3 T, R, F, Cl
4 U, H, Cl, F
5 U, T, R, H
6 Cu, Bd, Bf, F
7 H, F, Cl, Bf
8 H, T, R, H
9 T, R, Cl, F
10 Bf, S, U, Cl
11 T, F, S, F
12 Cu, T, F, U
13 H, Bd, F, Cl
14 S, Bd, Cl, Cu
15 Cu, Bd, Cl, T
16 U, Cu, Bd, F
17 S, T, R, F
18 Cl, Cl, Cl, Cl

FADE TO BLACK

Matthew Blundell from Barton upon Humber in N. Lincolnshire wants to tell everyone about the cheat that he and his friend **Khan Doyme** found. "On the penultimate level, Level 12, you meet the supermorph for the final time in the room before your ship. Usually the supermorph changes into its original form after talking to you and kills Sarah. If, on entering the room, you shoot at the morph in its human state, it will ignore Sarah and instead charge at you, running into the mines on the way. You should now proceed as normal, avoiding the morph while running to your ship. If you make it with Sarah still alive, you will see the video of the dying supermorph while Sarah pilots the ship. You will also not have to do the final level to see the end of game footage." Ta Matt.

VIEWPOINT

First of all, you're going to need the key we use to refer to PlayStation buttons:

C Circle
X Cross
S Square
T Triangle

To make yourself invincible, pause the game and press **S, S, C, C, T, X, S, Up, Up, Down, Down, L1, R1, Select**. Now you can't be harmed at all.

To skip to the next level, pause the game and press **S, C, T, Right, Left, Down, R1, L2, R2, R1**.

If you'd rather avoid using button-press cheats and instead skip to a level using codes, try these.

1-1 CGG
1-2 CLL
1-3 CRR
2-1 FGD
2-2 FLJ
2-3 FRN
3-1 HGD
3-2 HLG
3-3 HRL
4-1 KGG
4-2 KLD
4-3 KRJ
5-1 MGJ
5-2 MLD
5-3 MRG
6-1 PGL
6-2 PLG
6-3 PRD

TEKKEN 2

Tekken 2's going to be released officially very soon, and we thought you should be prepared with some information on how to collect all of the characters on your memory card.

To get the 10 bosses, simply complete the game with each of the 10 regular characters. You'll get one character added for each person.

To get Kazuya as a playable character, finish the game with any of the 10 bosses you've just got.

To get Devil, finish the game with Kazuya. To select Angel – who's completely identical to Devil in everything but appearance – just highlight Devil once you've collected him and press one of the kick buttons.

To collect Alex, you need to play the game as normal, but when you reach the third character, beat them with a "Great!" victory, meaning that you only have a tiny amount of energy when you win the final round. You'll then fight Roger or Alex, and you have to beat them, then complete the game to have them added to your memory card.

To access the hidden wire-frame view, make sure you've got every one of the characters, then select one player arcade mode while holding the **L1 and L2** buttons. The controls remain the same as with side-on view.

To make your character's head and limbs slightly bigger than they should be, simply hold the **Select** button when choosing a character or in between fights. Once it's been done, do it again to increase the size once more, making you look like a real mutant!

Another small tip is that you can play in Kazuya's purple outfit he wears when you fight him at the end of the game. First, collect every character, then select Kazuya by pressing the **Start** button when highlighting him.

PC CD-ROM

WORMS: REINFORCEMENTS

These landscape codes from **Richard Dunkley and Jamie Henshall** give you some of the best levels for Worming. Just enter them on the Generate Landscape screen.
ICE, JUNGLE, HELL, WORMS, OCEAN, TEAM17.

COMMAND AND CONQUER: THE COVERT OPERATIONS

Thanks to **Brett Collins from Saltburn-by-the-sea** for his tips for *C&C*. First of all, to play with the excellent dinosaur cheat, go to the *C&C* directory in DOS and type **"C&C FUNPARK"**.

To make some easy money, get a vehicle and put it on the repair bay. Now try and sell the repair bay – it sells the vehicle instead. This money doesn't quite exist properly, however, and even if all your silos and tiberium refinery get destroyed, you still have the money. And if you build a tiberium refinery, let the harvester go off, sell the refinery, build another, let that harvester go off, then sell the refinery in an eternal loop, you'll actually make money!

And Brett, if you really want to take us on at *Quake*, hang about on any European *Quake* servers and look out for one of us joining in (our *Quake* names are in the last issue).

!?! !?! !?! !?! !?! !?!

WE'RE STUCK!

If you're stuck on a game, don't be shy – ask a professional about it. Or send your problems to us. Please don't send SAEs because we can't reply personally.

I'M STUCK!

CVG,
Priory Court,
30-32 Farringdon Lane,
London,
EC1R 3AU.

Dear CVG,
I can do all the moves for *Street Fighter Alpha* on the PlayStation except Akuma's Firecracker. All the other mags give the same way of doing it: F, F, Jab, Jab, F (something like that) BUT IT DOES NOT WORK!! Me and my friend have been trying for 1 year so please could you help us? And also several American mags have said that it is possible to get Wolverine from *X-Men* on *SF Alpha*. HOW?
And finally, on *Ridge Racer Revolution* we find it impossible to win time trials against the black car. Is there a way to defeat it?
Thankyou!
Paul/Tugume, Milton Keynes.

CVG: *To do Akuma's Firecracker (also known as the Instant Hellish Death Strike), press* ***Light Punch, Light Punch, Forward, Light Kick, Hard Punch*** *as fast as you can. With a bit of practice you'll be able to do it fast enough.*
It's NOT possible to play as Wolverine in SF Alpha*. The other magazines were lying. And the only tip we can offer for beating the black car in RRR is to be driving in a good car yourself, and to watch your rear-view mirror for him. Whenever he gets close, cut right in front of him, forcing him to hit you. Make him do this a few times and you should win.*

Dear C&VG,
Please, please help me on *Duke Nukem 3D*. I can't get anywhere in the game. Have you any cheats or tips for *Duke Nukem 3D*.
From Chris Sarjant, Northants.

CVG: *To cheat and give yourself every weapon, item and piece of ammo, type* ***DNSTUFF*** *during the game. If you're REALLY having problems getting anywhere, type* ***DNCORNHOLIO*** *during the game to put God mode on. But we recommend that you don't keep it on all the time or you'll ruin the whole game for yourself.*

Dear Ed Lomas,
After buying the July edition of **Computer and Video Games**, I read the review that you and other of your colleagues wrote on *International Track and Field* for the PlayStation. The review tempted be to buy the game, that of what I did. After having the game for almost a month now, the only problem I am having is with the Triple Jump. I can get 20 metres on the odd occasion but can never see it within the realms of human possibility to get near the world record you set of 26.37 metres. I am not saying I doubt your achievement, but can you please tell me how it's done!
Neil Millen, Bath.

ED: *I don't mean to disappoint you, but I've never got near 26.37 metres either. My actual record was 20.37 metres and Tom Guise just wrote it down on a bit of paper badly so that his '0' looked more like a '6' than it should. When he typed it up he got it wrong as well. The moral of the story? Pay attention at school so that you can write properly when you're grown up.*







FREEPLAY KING OF FIGHTERS '96 MOVES GUIDE

KEY:

T - TOWARD | B - BACK
U - UP | D - DOWN

QCT - QUARTER CIRCLE TOWARD
QCB - QUARTER CIRCLE BACK
HCT - HALF CIRCLE TOWARD
HCB - HALF CIRCLE BACK

A - LIGHT PUNCH | C - HARD PUNCH
B - LIGHT KICK | D - HARD KICK

NOTE:
By pressing A+B and left or right, the character will perform a defensive roll. Pressing C+D will activate a knock-down attack, these are very powerful moves.

King Of Fighters '96 should be in your local arcade as we speak. It features awesome new characters, special moves and backdrops that will make your mouth water. Being the best gaming magazine in the country, we thought that a handy moves guide would be cool to place in Freeplay, so here it is.



KYO

Dragon Punch	T, D, DT + A or C
R.E.D Kick	B, D, DB + B or D
Sun Smash	HCB + B or D
Flip Kick	QCT + B, B or D, D
Fire Punch	QCT + A
3 Hit Combo	QCT + A or C then HCB + A or C
3 Hit Combo Ender	Moves B or D / A or C
3 Hit Combo	QCT + C then HCB + A or C then T + A or C
Counter Punch	QCB + A or C
Fatal Move	D, DT, B, HCT + A or C

BENIMARO

Electric Punch	QCT + A or C
Air Electric Punch	JUMP then QCT + A or C
Spinning Kick	HCB + B or D
Electric Upward Kick	T, D, DT + B or D
Slap Kick	QCT + B or D
1. Follow Slap Kick	D, U + B or D
2. Follow Slap Kick	B, D, DT + B or D
Shocker Grab	(up close) HCT + C
Fatal Move	QCT, QCT + A or C

GORO

Earthquake	T, D, DT + A or C
Roll Smash	QCB + B or D
Air Grab	HCT + A
Mid Grab	HCT + B
Floor Grab	HCT + C
Phoenix Smasher	HCB then T + C
Fatal Move	HCB, HCB + C

TERRY

Bio-knuckle	QCB + A or C
Power Wave	QCT + A or C
Crack Shot	QCB + B or D
Rising Tackle	T, D, DT A or C
Power Dunk	T, D, DT B or D
Fatal Move	QCB, DB, T + A or C

ANDY

Fireball	QCB + A or C
Dashing Elbow	DB, T + A or C
Dragon Punch	T, D, DT + A or C
Spiral Kick	HCT + B or D
Four Hit Grab (up close)	HCT + A or C
Air Kick (in air)	QCT + B or D
Fatal Move	QCB, HCT + B or D

JOE

Tornado Uppercut	HCT + A or C
Punch Combo	A or C repeatedly
Fireball (after punch combo)	QCT + B or D
Tiger Kick	T, D, DT + B or D
Slash Kick	HCT + B or D
Crescent Heel Kick	QCB + B or D
Fatal Move	QCT, QCT + A or C

RYO

Fireball	QCT + A or C
Dragon Punch	T, D, DT + A or C
Wave Kick	HCB + B or D
Grab Move (up close)	HCT + A or C
Counter Punch	QCB + A or C
Fatal Move 1	QCT, HCB + A or C
Fatal Move 2	T, HCT + A or C

ROBERT

Fireball	QCT + A or C
Dragon Punch	T, D, DT + A or C
Wave Kick	HCB + B or D
Air Kick (done in air)	QCB + B or D
Grab Move (in close)	HCT + D
Fatal Move 1	QCT, HCB + A or C
Fatal Move 2	T, HCT + A or C

URI

Fireball	QCT + A or C
Dragon Punch	T, D, DT + A or C
Downward Flame	QCT + B or D
Grab Move (in close)	HCB + A
Grab Move (from distance)	HCB + C
Shield	QCB + A or C
Hurricane Kick	QCB + B or D
Fatal Move 1	QCT, HCB + B or D
Fatal Move 2	T, HCT + A or C

RALPH

Rapid Punch	A or C (repeatedly)
3 Hit Punch	B, T + A or C
Bomb (followed by fireball)	D, U, QCT + A or C
Grab Move (in close)	HCT + D
Drop Kick	B, T + B or D
Fatal Move 1	QCT, HCB + A or C
Fatal Move 2	QCT, HCB + B or D

SIE KENSON

Fireball	QCB + A or C
Dragon Kick	B, D, DB + B or D
3 Hit Side Attack	HCT + A
3 Hit Upward Attack	HCT + C
Downward attack (from mid air)	QCB + A or C
Fatal 1	QCT, HCB + B
Fatal 2	QCT, HCB + D

CLARK

Rapid Punch	A or C (repeatedly)
Grab Move	HCT + A or C
Grab Move (in close)	HCT + D
Frankensteiner	T, D, DT + A or C
Grab Move 2	HCT + B then QCT + A or C
Fatal Move	HCB, HCB + C

ATHENA

Fireball	QCB + A or C
Roll (mid air)	QCB + A or C
Shield	HCB + B or D
Dragon Punch (can be done mid air)	T, D, DT + A or C
Teleport	QCT + B or D
Fatal Move	B, HCB + A or C

These three moves can be done in fatal move sequence
QCB A or C or B, HCB + A or C
or QCB + A or C

VICE

Rapid Kick	QCB + B or D (can be done in air)]
Grab Move (in close)	HCB, T + C
Grab Move (far)	HCT + A or C
Fatal Move (in close)	HCB, HCB + A or C

KIM

Moon Kick	D, U + B or D
Overhead Kick	QCB + B or D
Airborne Rapid Kick (in air)	QCT + B or D
Scissor Kick	B, T + B or D
Spin Kick	D, U + A or C
Fatal Move	QCB, DB, T + B or D
Air Fatal Move	QCB, DB, T + B or D

GEESE

Fireball	QCT + A
Double Fireball	QCT + C
Air Fireball (mid air)	QCB + A or C
Mid Air Counter	HCT + B
Counter (when opponent jumps in)	HCT + D
3 Hit Dash	HCB + A or C
Dragon Punch	T, D, DT + A or C
Fatal Move	DB, HCB, DT + A or C

CHOI

Upwards Spin	D, U + A or C
Wall Attack	D, U + B or D
Air Attack	QCT, B or D
Tornado Spin	B, T + B or D
Running Slash	B, T + A or C
Fatal Move	HCB, HCB + A or C

LEONA

Cresceant Slash	D, U + A or C
Dashing Knee	B, T + B or D
Airball trike	D, U + B or D
Charging Star	B, T + A or C
Fatal Move (in air)	QCT, HCB + A or C

KASUMI

Kasumi Crunch	QCT + A or C
Airborne Crunch (in air)	QCT + A or C
Kasumi Uppercut	QCB + A or C
Reverse Body Attack	HCT + B
Air Reverse (in air)	HCT + B
Grab Move (in close)	HCT + C
Fatal Move	QCT, QCT + A or C





MAI

Fan Throw	QCT + A or C
Flame	QCB + A or C
Flame Kick	T, D, DT + B or D
Elbow Attack	HCT + B or D
Swan Dive	HCB + A or C
Fatal Move	QCB, HCT + B or D

KING

Fireball	QCT + B or D
Double Fireball	QCT, QCT + B or D
Slash Kick	T, D, DT + B or D
Tornado Kick	HCB + B or D
Surprise Attack	T, D, DT + A or C
Lightning Dash	HCT + B or D
Fatal Move	QCT, HCB + B or D

IORI

Dragon Punch	T, D, DT + A or C
Running Slam	HCB + B or D
3 Hit Combo	QCB + A or C (3 times)
Grab Move (in close)	HCT + C
Fireball	QCT + A or C
Fatal Move	QCB, HCT + A or C

MATURE

3 Hit Combo	QCB + A or C (3 times)
Running Slash	QCB + B or D
Flip	T, D, DT + A or C
Grab Move	HCT + A or C
Fatal Move	QCB, HCT + B or D

GIN

Bottle Bash	QCB + A or C
Air Roll	T, D, DT + A or C
Super Hit	HCT + B or D
1. Super Hit follow on	T + B or D
2. Super Hit follow on	HCT + B or D
Body Splash	QCT + A or C
Fall	QCB + B or D
1. Fall direct	U + B
2. Fall Direct U + D	
Fatal Move	QCT, QCT + A or C

CHANG

Ball Slap	B, T + A
Ball Twirl	A or C (repeatedly)
Moon Kick	D, U + B or D
Grab Move (in close)	HCB, T + C
Fatal Move	QCT, HCB + A or C

WOLFGANG

Fireball (high)	QCB + A or C
Fireball (low)	QCB + B or D
Double Kick	QCT + B or D
Drop Kick	T, D, DT + B or D
Grab Move (in close)	HCB, T + C
Fatal Move	T, HCT + A or C

MR BIG

Floor Fire	QCT + A or C
Torpedo	HCB + A or C
Stick Twirl	HCB + B or D
Rapid Slap	A or C (repeatedly)
Dragon Punch	T, D, DT + A or C
Fatal Move	QCT, QCT + A or C

Phew... that's it, the complete moves list for *King Of The Fighters '96*. If there are moves that you know of and we have not listed them send them in to Phil's *KOF'96* tips.

QUAKE GIBLETS

Quake is one of the greatest games of all time. We know that, you know that, and if you don't know that, look at the review on page 58 to find out that it is. One of the reasons for it being so amazing is that it can be customised so easily, and we're here to tell you about some of the best new things you can pick up for *Quake* on the internet. Of course, this isn't anywhere near everything available, as there are loads of things appearing every day. But here are a few choice patches, and a short description of what they do.



You can use the patches in deathmatches!

WHERE DO I GET 'EM FROM THEN?

We recommend you take a look on *The Quake Stomping Grounds* at http:\\www.stomped.com for the latest patches, as their File Area is one of the best around.
Or you could try ftp.cdrom.com\pub\quake, as there are hundreds of *Quake* related files here.

DUH, WHAT NOW, BOSS?

Once you've got a patch, create a subdirectory in your *Quake* directory with whatever name you want to remember the patch by (ie. call the blaster directory BLASTER, and the grappling hook directory GRAPPLE) and unzip all the files into this directory. Now, to play *Quake* with this patch activated, add "-game xxxx", replacing the xxxx with the name of the directory. therefore, to use the grappling hook, type "QUAKE -GAME GRAPPLE". Easy.

WEAPON PATCHES

These patches will edit your weapons, giving you new toys to play with or making you even tougher than before.



FREAK11.ZIP
Monster magic weapons. The axe fires Death Knight magic, the shotgun fires the Enforcer Blaster, and the nail gun fires Scrag magic.



THROWAXE.ZIP
Lets you throw your axe. When thrown, it falls on the floor and must be collected before it can be thrown again.



GRAP109B.ZIP
A newer version of the grappling hook mentioned in the review. It's got its own graphics (all light-sourced) and it's now possible to hang from the ceiling while shooting with another weapon!



PLAUNCH.ZIP
Makes the grenade launcher fire men out, who explode in a shower of guts. Makes the rocket launcher fire slowly, firing lightning from each rocket in whatever direction you face.



HOMING.ZIP
Makes the rockets home in on enemies, moving round corners at right-angles as well. Also adds even more gore.

PROXMIN1.ZIP – The rockets now stick to the wall, ceiling or floor, and stay there until someone gets close. Then they explode!

BLASTER.ZIP – Replaces the super nail gun with the Enforcer's blaster gun.

EJECT.ZIP – Makes empty shotgun shells fly out the back of the shotgun. They look great and sit on the floor for ages.

GIBGUN.ZIP – Makes the grenade launcher fire heads and other body parts.



AXE_OF_C.ZIP
The Axe of Command, which turns enemies onto your side!

MISCELLANEOUS PATCHES

These do things other than modify your weapons, like turning you into monsters or giving you extra options.

MORPH.ZIP – Probably the best of the lot! This lets you morph into any monster at any time! This is great fun in deathmatch, as you can have loads of Shamblers vs. loads of Scrags! Get this now!

SOLID.ZIP – Makes dead bodies stay solid, so that you can keep hitting them until they explode! Also makes the dogs fight on your side, killing enemies and chewing their bodies up!



SKINS.ZIP
Gives you loads of new textures, including a Stormtrooper, the Predator, Terminator, and others. You can then switch between them at any time.

OBSERVE.ZIP – This lets you join in a deathmatch game, then go invisible (other than a pair of eyes), then float around the level, even through walls! You can't attack or be hurt, meaning you're just like a floating camera!

DECOY.ZIP – Lets you leave a hologram of yourself with a camera mounted inside. Watch from a safe distance, then explode it when someone gets close!

FIEND11.ZIP – Makes the Pentagram of Power morph you into a Fiend! You can then run around the levels murdering people for a few minutes!

SKARMOD3.ZIP – Gives you loads of things at once! A new laser gun, 48 textures (including Mario), the Fiend power-up, new sounds, solid bodies, and lots, lots more!

There are plenty more exciting add-ons available for Quake (the patch that lets a dead player move their head around, biting other people's ankles is cool!) so get looking!

KNEE PATCHES

If you fall over and make a hole in your jeans, get someone with sowing know-how to sow a patch over your hole. This makes your jeans more respectable and reduces drafts, as well as increasing their lifespan. Oh, we're funny.

THE END

Don't forget, FreePlay is YOUR magazine! If you've got anything to say about Quake, send it in as we'll keep Quake Giblets going as long the game's popular! Just write to the address on the back page of FreePlay, marking your envelopes "Quake Giblets" or E-Mail our biggest Quake fan, Ed, on: elomas@candvg.demon.co.uk



FREEPLAY CLASSIFIED

CONSOLES

● **MEGADRIVE AND 32X,** 18 GAMES INC VIRTUA FIGHTER + HEADPHONES, 2 PADS AND 30 MAGS, ONLY £300, OR SWAP FOR SNES - ASK FOR ANDY REDFERN, 0121 747 3991, CASTLE BROMWICH, BIRMINGHAM.

● **FOR SWAP:** MEGADRIVE WITH 2 JOYPADS AND 6 HOT GAMES FOR ATARI JAGUAR WITH ALIENS VS PREDATOR. PLEASE I AM DESPERATE CONTACT HUGH RODGER 01236 730692, CUMBERNAULD EASTFIELD, GLASGOW.

● **SWAP A SUPER NINTENDO AND GAME GEAR** WITH LOADS OF GOOD GAMES FOR A SONY PLAYSTATION WITH GAMES. GARETH CADDERTON 01457 865680 SIMMONDLEY GLOSSOP, DERBYSHIRE.

● **MEGADRIVE 2 + 2 PADS,** 12 GAMES INC SSF2, ZERO TOLERNACE, MEAN BEAN MACHINE. BARGIN AT £150, BOXED AS NEW. SIMON EMMINS 01905 840532, WORCS.

● **SEGA MEGADRIVE 2 + 28 TOP GAMES,** INC SONIC 2 AND 3, ZERO TOLERANCE, NBA JAM T.E. + MANY MORE. SELL FOR £200 OR SWAP FOR SATURN. MICHAEL SMITH 01132 530609, MORLEY, LEEDS.

● **(PAL) SNES,** 2 CONTROLLERS, 1 TURBO PAD, 5 GAMES INC KILLER INSTINCT, EWJ, EWJ2, SF2 TURBO, RISE OF THE ROBOTS + 10 MAGS £100. ROWAN BAGLES, BRIXHAM, DEVON 01803 845761.

● **SNES** AND TWO PADS WITH 13 TOP GAMES FOR SALE. BOXED WITH INSTRUCTIONS, WORTH £730 YOURS FOR £210. OWEN NEWTON 01297 22817, SEATON, DEVON.

● **MASTER SYSTEM** 2 WITH MICKEY MOUSE 2, ENDURO RACER, GOLDEN AXE, MORTAL KOMBAT AND SONIC CHAOS £55. ALSO SNES SCOPE £45. OTHER SNES GAMES £8 - £30. JASON HOCKRIDGE 01803 674121, TORQUAY, DEVON.

● **MEGADRIVE,** 3 PADS, JOYSTICK, 7 GAMES INCLUDING TOY STORY, FIFA '96, MMTT'96, SONIC 2. MAY SELL SEPARATELY, WORTH £200, SELL £100 ONO COMPLETE. ANDREW GRAHAM 01889 500414, DROINTON, STAFFORD.

● **FOR SALE:** SNES AND 5 GAMES PLUS PAD. MORTAL KOMBAT 2, BART SIMPSON, SOCCER KID, SUPER R-TYPE, FIFA '96 £100. PAUL DONAGHY 015047 22592, N.IRELAND.

● **FOR SALE:** CDI-450, VIDEO CARTRIDGE, 2 PADS, SPLITTER, 12 TITLES, BOXED, MANUALS AND STILL WITH GUARANTEE. CALL T.BLACKBURN 01327 334148, NORTHANTS.

● **SNES WITH 7 GAMES,** 2 JOYPADS, SUPERSCOPE. ALL IN EXCELLENT CONDITION £100. PHONE DALE HERBERT, 01298 79488 BUXTON, DERBYSHIRE.

● **AMIGA 1200,** COLOUR PRINTER, 2 EXTERNAL DRIVES, JOYSTICKS, MOUSE CONTROLLERS AND MANY GAMES, ALL BOXED £250 ono. KEVON BOWERS 01703 906245, SOUTHAMPTON.

● **ORIC 1 £30,** SPECTRUM 48K BOXED £40, VIC 20 BOXED ALL MANUALS, POWER SUPPLIES & POSTAGE. DARREN SHACK 0181 539 7260, LEYTONSTONE.

● **MEGADRIVE AND 32X** WITH 13 GAMES INC DOOM, VIRTUA FIGHTER AND FIFA '96, MAY SEPARATE, £150 ONO. GARETH HOWARD 01825 769502, SUSSEX.

● **SCORPION 8-BIT CONSOLE** + 32 GAMES INCLUDING MARIO, EXITE BIKE, BOMBER MAN AND KUNG-FU £35 (WORTH IT). ASK FOR DAVID HORSFORTH, LEEDS 0113 2582722.

● **SPECTRUM TAPES FOR SALE.** ALL ORIGINAL ALL BOXED. SEND SAE TO HELEN SHAW, 89 COBBOLD ROAD, LEYTONSTONE, E11 3NN.

● **SWAP:** ATARI JAGUAR WITH AVP AND SYNDICATE. PLUS SNES WITH ISSD FOR PLAYSTATION OR SATURN + 1 GAME. CONTACT DANNY NASH 01232 711788, BELFAST, IRELAND.

GAMES

● **SNES GAMES FOR SALE:** STRIKER £10, STARWING £7, MK £7. ALSO MEGADRIVE GAMES FOR SALE: MICRO MACHINES 2 £15, BUBSY 2 £8, BALLZ £8. JAMIE ROBSON 0181 244 7898, UPPER NORWOOD, LONDON.

● **PRIMAL RAGE,** RISE OF THE ROBOTS, STREET RACER, SUPER PROBOTECTOR, SNES GAMES £15 EACH. NEIL MARSHALL 01206 762362, COLCHESTER, ESSEX.

● **EURO '96 FOR PC-CD,** ALSO WORMS PC-CD, £20 EACH OR £35 FOR BOTH. ALL AS NEW, PHONE PETER 01232 667707, BELFAST.

● **10 PLAYSTATION GAMES FOR SALE.** DISCWORLD, RAPID RELOAD, LOADED, STRIKER '96, JUMPING FLASH, PGA '96, S.F.A, DOOM, TEKKEN, ROAD RASH. £250 THE LOT. ANDREW HUTCHINSON 01706 813950, TODMORDEN, LANCASHIRE.

● **FOR SALE: ANIME = GUNBUSTER 1 & 2,** HUMMINGBIRDS, PERFECT CONDITION.
WANTED: MEGADRIVE: ART OF FIGHTING, PHANTASY STAR 3 AND 2 SNES: BRAIN LORD, GREAT OGRE BATTLE, BREATH OF FIRE 1 OR 2 KENRIC NARBROUGH 01580 240200, CRANBROOK, KENT.

● **MENACER + GAME CARTRIDGE** £25 + MEGADRIVE GAMES. STEELS TALONS THE TERMINATOR, JURASSUC PARK £10 EACH. JASON COTTLE 01225 810474, WILTSHIRE.

● **JAGUAR GAME FOR SALE.** RAYMAN BOXED WITH INSTRUCTIONS £25 ONO. JOHN SOKS 0191 581 8500 SEAHAM, CO.DURHAM AFTER 6PM.

● **FOR SALE OR SWAP,** RAYMAN FOR THE PS. AMIGA 600 (2ND DRIVE, SHOE BOX FULL OF GAMES JOYSTICK). CHEAP, HARDLY USED. PAUL KIRK 01908 679117, PENNYLAND, MILTON KEYNES.

● **PLAYSTATION GAMES:** CYBERSLED, STRIKER '96, JUMPING FLASH, NBA JAM T.E., WORMS. SWAP FOR OTHER GAMES. PHONE LEE CORNISH 01923 490127 AFTER 6PM, WATFORD.

OTHER

● **SIZE 6 BAUER ICE HOCKEY SKATES** USED FOUR TIMES EXCELLENT COND £45 ONO. WILL SWAP FOR GOOD PLAYSTATION GAME. PHILIP DRAKELEY 01270 522650 NANTWICH, CHESHIRE.

FREEPLAY FANZINES

Role Call
Editor: Rachel Ryan
Price: £1.20

Enquiries:
25 Oakdene
Avenue
Woolston
Warrington
Cheshire
WA1 4NU



We featured an earlier issue of this excellent fanzine a while back. Rachel asked us especially to print the address this time, so everyone gets a chance to benefit from the authoritative, enthusiastic coverage of the latest RPGs out of Japan, US, and UK. The information and illustration is all first class.

Edd's Gamez
Editor: Edd Morris
Price: 50p

Enquiries:
Lansdown
Roman Road
Hereford
HR4 9QW

Edd has a really weird sense of humour, so his 'zine is hard to take seriously. But the enthusiasm makes up for it. Information is scattered, gossip-style. But this is issue #3, so it must be popular. Good breadth of coverage, Edd. We like it.



Sega Saturn Magazine (?)
Editor: Adam Doree
Price: £nothing!

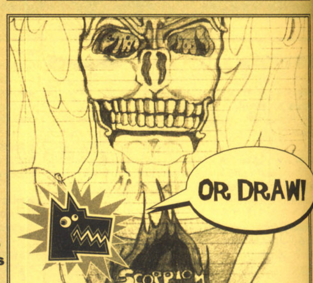
Enquiries:
West Hatch High School
High Road
Chigwell
Essex
IG7 5TB

A Sega Saturn Magazine fanzine! Obviously most of the research is gained from the mags we do here at EMAP, but the hands-on editorial is great too. Like to read what you have to say about crap games too, though. It's easy saying how much you like stuff all the time.

WRITE FOR FREEPLAY

WRITE TO FREEPLAY AT THIS ADDRESS, BUT MAKE SURE TO SPECIFY WHICH SECTION YOUR CONTRIBUTION IS FOR (CLASSIFIEDS, FANZINES, HIGH SCORES ETC.)

FREEPLAY
COMPUTER AND VIDEO GAMES,
PRIORY COURT,
30-32 FARRINGDON LANE,
LONDON, ECIR 3AU



Don't forget, FreePlay is YOUR section of the magazine! If you think you know what you're on about when it comes to games, show us and the rest of the world! If you reckon you know how to make FreePlay better, send us your suggestions for features, fan pages or new sections and if they're good enough, we'll use them!

HIGH SCORES

Come on! The few high scores we've been sent so far have been useless, and we're not starting up the section properly until we've got some decent scores. Are you all rubbish at games or what? If you think otherwise – on any game at all – send your achievements to FreePlay!

MOST WANTED

Are you going to explode if *Mortal Kombat Trilogy* isn't out soon? Do you think that *Cheesy the Mouse 2* would be the best game ever? Do you still care about M2? Tell us about it! Just write the three things you are looking forward to the most, in order, on your envelope or coupon.

ART

Everyone seems to want their pictures in Drawins Wot You Dun, and Hunter the dog wants more pictures for his kennel. Send them in! We all look at every single one and print as many as we can, so get scribbling! No more *Rayman* pictures though, please!

TIPS

The legendary Lomas's tips brain is drying up. 24-hours of work every day is causing his powers to weaken, and he needs your help. Feed him tips for new games and he may live to write about *Mortal Kombat* and *Quake* again.

CLASSIFIEDS

Got some junk? Desperate to sell off your old games machine to buy the new Amiga? Fill in the form below and let people know abaaaat it! Just make sure it's legal, or we'll tell the police, then throw your coupon in the bin.

CARTOONS

We like cartoons. Send us some and we'll print them in FreePlay. Of course, it'd be nice if they've got something to do with games, but we'd also like some taking the mickey out of Tom Guise's ridiculous pie-shaped head.

FANZINES

Some of the fanzines we've been sent are very high quality. And some are scruffy little things which are still great fun. If you've made one, send it in and tell the world all about it!

PLEASE TICK
(THE RELEVANT BOX)

FOR SALE	TO SWAP
☐ CONSOLE(S)	☐ CONSOLE(S)
☐ GAME(S)	☐ GAME(S)
☐ OTHER	☐ OTHER

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↑ CONTRIBUTION IN NO MORE THAN 25 WORDS ↑

computer and video games

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✸ MOST WANTED ✸
IN ORDER OF IMPORTANCE

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2 ....
3 ....

WRITE FOR FREEPLAY!